MONSTER MANUAL EXPANDED II

MANNIX "DRAGONIX" MANANSALA

An incredible 300+ page supplement to the Monster Manual,
Volo's Guide to Monsters, and Mordenkainen's Tome of Foes!

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- Shelly F.

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MONSTER MANUAL EXPANDED II

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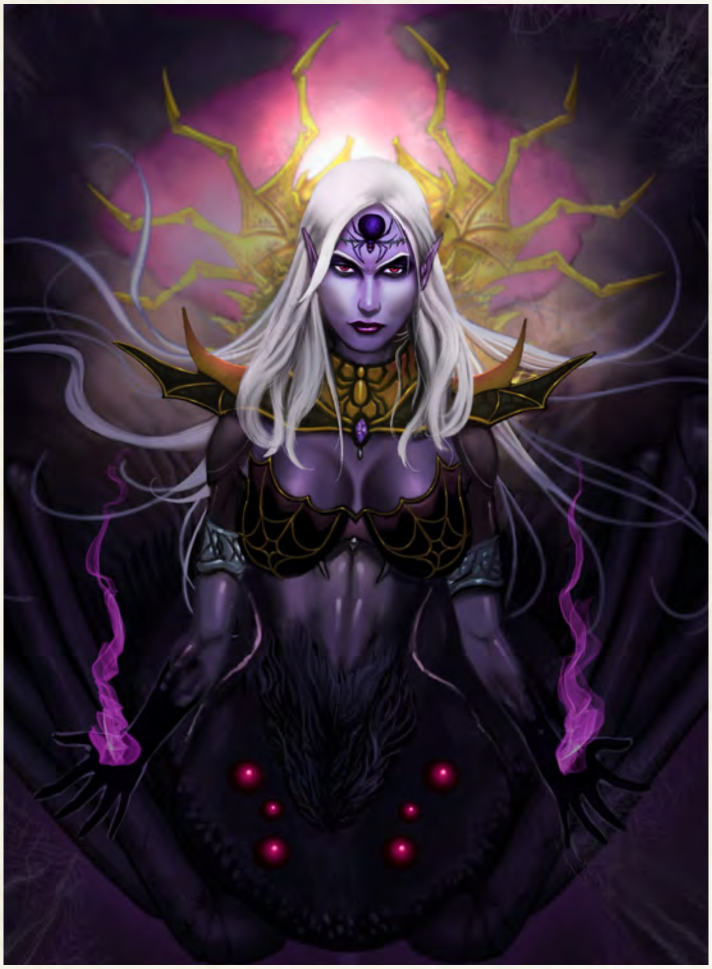
ABOUT THIS BOOK

Monster Manual Expanded II is a continuation of the best-selling Monster Manual Expanded, which is to be used as a source of content to supplement the 5th edition Monster Manual, Volo's Guide to Monsters, and Mordenkainen's Tome of Foes. It aims to provide the Dungeon Master with more options and variants of the monsters presented in those books, as well as provide extra value to Dungeon Masters who own multiple types of miniatures of the same creature.



ABOUT THE COVER

Monster Manual Expanded II, since it is half based on Mordenkainen's Tome of Foes and released during the arrival of Descent into Avernus, has a large number of fiends. What better way then to feature one of the most endearing and popular demon lords of all the time, the Queen of the Demonweb Pits herself, Lolth. This beautiful artwork was crafted by the talented Sandeson Gonzaga. We've had multiple versions of this piece. The first two pieces were more of a manga-style insane Lolth (as seen near the end of this book). We went for a serious expression for the final book version. Thanks to Rowena Zaragoza for allowing us to use her face as a model. :)

ACKNOWLEDGMENT

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THE BESTIARY

This book continues what Monster Manual Expanded started. Once again it builds on what exists in the first Monster Manual, adding several new variants for the classic humanoids and giants, and thus providing you with more archetypal options. The key additions here are the kings, sharpshooters, and vanguards.

As mentioned in the book's cover, the Monster Manual Expanded II also includes creatures found in Volo's Guide to Monsters and Mordenkainen's Tome of Foes. As in the previous book, you'll find both advanced and lesser versions of the creatures to give you more flexibility in building your encounters, using your miniatures, and, most importantly, keeping your players on their toes. As before, several nostalgic favorites from previous versions have been added as well.

Due to the release of this book coinciding with Descent into Avernus, you shouldn't be surprised to find a legion of new fiends to play around with. There are over a dozen new demons and devils that have been added, as well as a couple of new ones, such as the horrid brachavyrm and the wretched gastrobolus. You'll also find in these pages the Spider Queen herself, plus a trio of Archdevils that's been curiously missing from the main books.

But the biggest addition you'll discover is the return of the Aspects, which I find very important. Not many DMs, like myself, run a lot of high level or epic campaigns. This means most epic level monsters, especially the various archdevils and demon lords, will rarely be encountered. Aspects are a great way to increase the presence of these fiends in your campaign and allows you to create a mid-level preview of what's to come at the end if you ever plan to get there.

And lastly, new NPCs can be found at the end of the book, as well as a special section for diabolic and abyssal cultists!

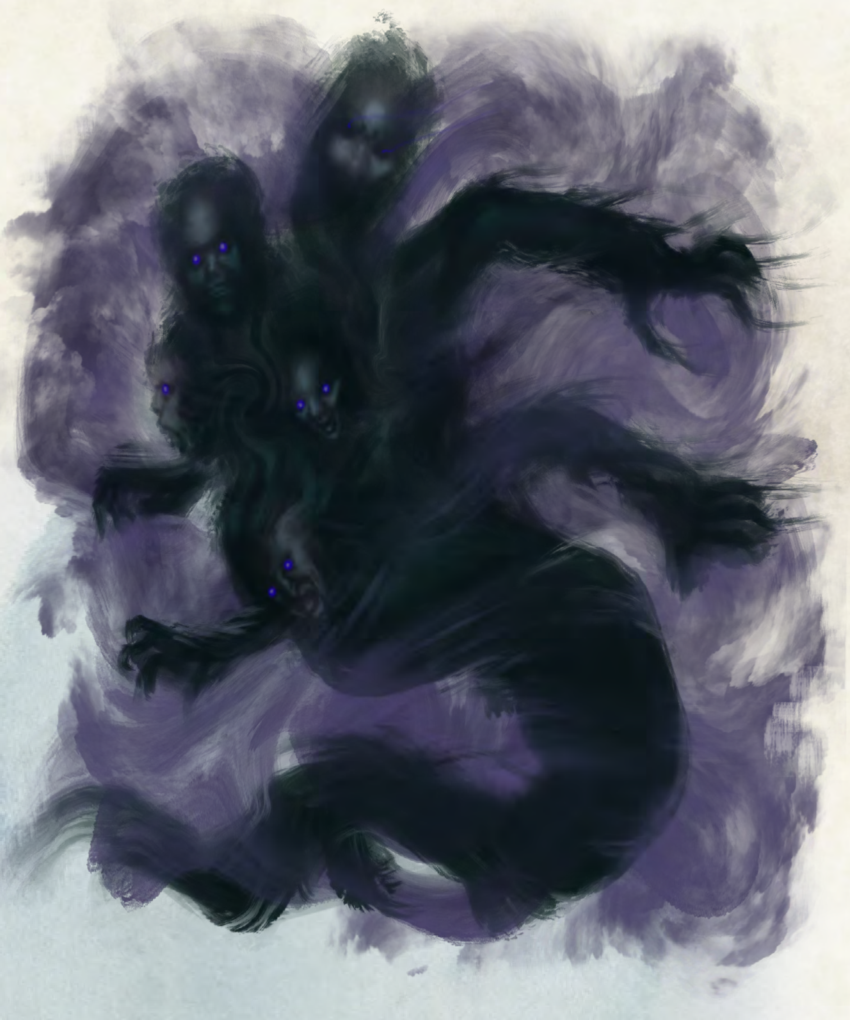
Allip

Dread Allip

It is said that when a group of people working together uncover or stumble upon a dangerous secret known only by the archdevil Dispater, a horrible curse befalls all of them. This knowledge instantly drives them mad and enraged, causing them to attack and tear each other apart until all of them are dead. From their grisly remains, there is a chance that a dread allip will rise.

Twisted Amalgamation. Unlike the normal allip, the dread allip is a twisted amalgamation of each of the poor souls driven insane. Multiple distorted faces pulsate through its head and shoulders, all whispering and babbling incoherently. Any living soul unlucky enough to be within hearing distance of their whispers falls prey to the allip's clutches.

Undead Nature. A dread allip doesn't require air, food, drink, or sleep.



Dread Allip

Large undead, neutral evil

Armor Class 14
Hit Points 120 (16d10 + 32)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	14 (+2)	19 (+4)	17 (+3)	18 (+4)

Saving Throws Int +8, Wis +7
Skills Perception +7, Stealth +8
Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 120 ft., passive Perception 17
Languages understands Common and the languages of its creator, but can't speak
Challenge 9 (5,000 XP)

Aura of Insanity. When a creature starts its turn within 30 feet of the allip and is able to hear the allip, the creature must succeed on a DC 16 Charisma saving throw, unless the allip is incapacitated.

On a failed save, the creature can't take reactions until the start of its next turn and rolls a d10 to determine what it does during that turn. On a 1 to 4, the creature does nothing except mutter words incoherently. On a 5 to 7, the creature takes no action but uses all its movement to move in a random direction. On a 8 to 10, the creature makes one melee attack against a random creature, or it does nothing if no creature is within reach.

If a creature's saving throw is successful, the creature is immune to the allip's Aura of Insanity for the next 24 hours.

Incorporeal Movement. The allip can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Multi-headed. The allip has advantage on Wisdom (Perception) checks and on saving throws against being blinded, deafened, and stunned.

Actions

Multiattack. The allip makes two attacks with its maddening touch and then uses whispers of madness.

Maddening Touch. Melee Spell Attack: +8 to hit, reach 5 ft., one target. Hit: 18 (4d6 + 4) psychic damage.

Whispers of Madness. The allip chooses up to four creatures it can see within 60 feet of it. Each target must succeed on a DC 16 Wisdom saving throw, or it takes 13 (2d8 + 4) psychic damage and must use its reaction to make a melee weapon attack against one creature of the allip's choice that the allip can see. Constructs and undead are immune to this effect.

Howling Babble (Recharge 5-6). Each creature within 30 feet of the allip that can hear it must make a DC 16 Wisdom saving throw. On a failed save, the target takes 22 (4d8 + 4) psychic damage, and it is stunned until the end of its next turn. On a successful save, it takes half as much damage and isn't stunned. Constructs and undead are immune to this effect.

Aranea

Aranea

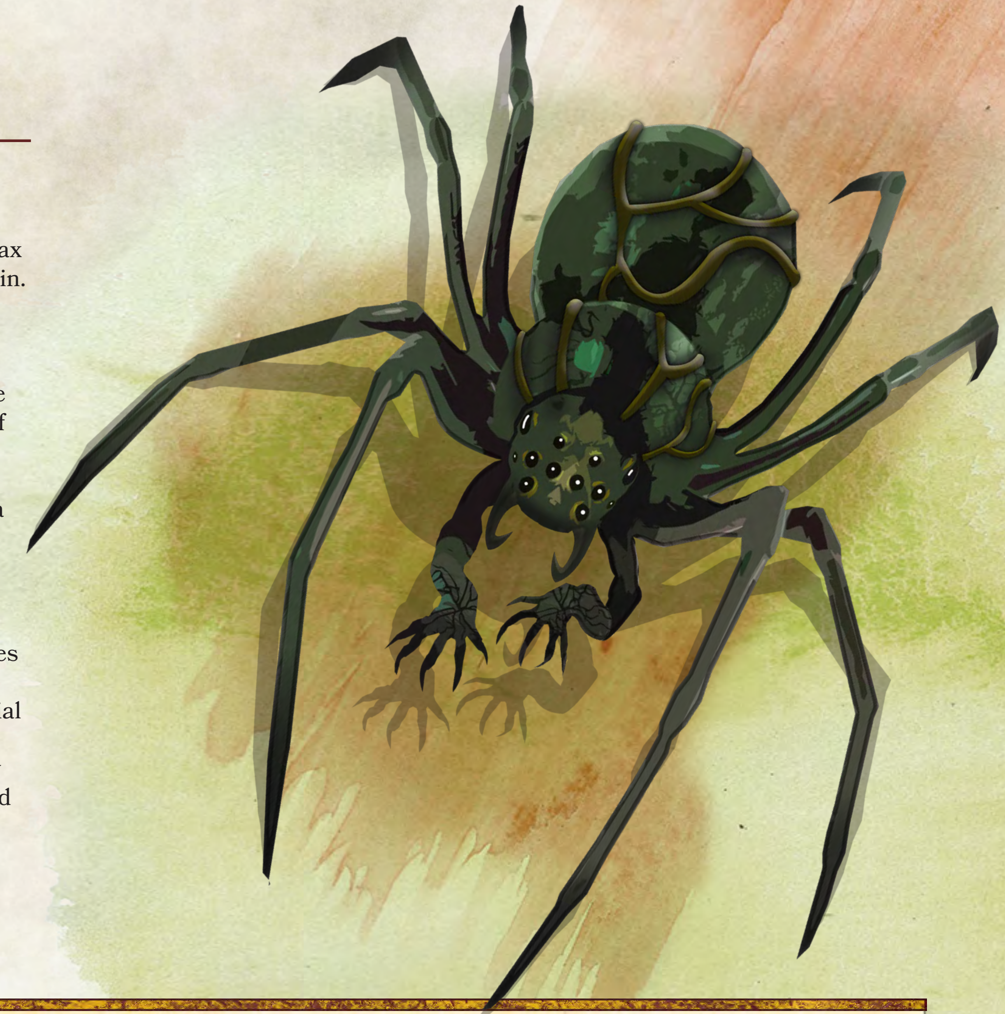
An aranea is an intelligent shapeshifting creature not unlike a lycanthrope. In its natural form, the aranea appears as a giant spider with slender humanoid arms in place of its pedipalps. Its thorax has a humpback-shaped bulge that houses its brain. The aranea's other form is that of a humanoid female.

Magically Adept. An aranea is naturally gifted with the arcane arts. Due to their highly secretive nature, they focus their expertise in the schools of illusion and enchantment. Some, although very rarely, even have psionic abilities.

Silk Weavers. Despite their nature, most aranea are neutral and will keep to themselves, often living at the fringes of civilization so as not to attract unwanted attention to themselves. Those that manage to live within city walls work as silk weavers and silk traders and can live out their lives normally without getting exposed.

Evil Aranea. Evil aranea are con artists and serial killers that use their guile and magical charms to lure innocent victims into their hovels where they can ensnare and cocoon them with their webs and place them in their larder-like attics.

Male aranea do not have the ability to shapechange into humanoid form and have no magical abilities. They only serve the female as consorts and guards.



Aranea

Medium monstrosity (shapechanger), neutral (any)

Armor Class 13 (16 with *mage armor*)
Hit Points 75 (10d8 + 30)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	16 (+3)	13 (+1)	13 (+1)	17 (+3)

Skills Deception +5, Stealth +5
Senses darkvision 60 ft., passive Perception 11
Languages Common, Sylvan. telepathy 60 ft.
Challenge 3 (700 XP)

Shapechanger. The aranea can use its action to polymorph into a medium humanoid (usually female) or back into its true form. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. The aranea reverts to its true form if it dies.

Spellcasting. The aranea is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *dancing lights, mage hand, minor illusion, poison spray, ray of frost*
1st level (4 slots): *charm person, mage armor, silent image*
2nd level (3 slots): *phantasmal force, mirror image*
3rd level (2 slots): *lightning bolt, major image*

Sorcery Points. The aranea has 6 sorcery points. It can spend 1 or more sorcery points to gain one of the following benefits:

Heightened Spell: When the aranea casts a spell that forces a creature to make a saving throw to resist the spell's effects, it can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw against the spell.

Quickened Spell: When the aranea casts a spell that has a casting time of 1 action, the giant can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Spider Climb. The aranea can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the aranea knows the exact location of any creature in contact with the same web.

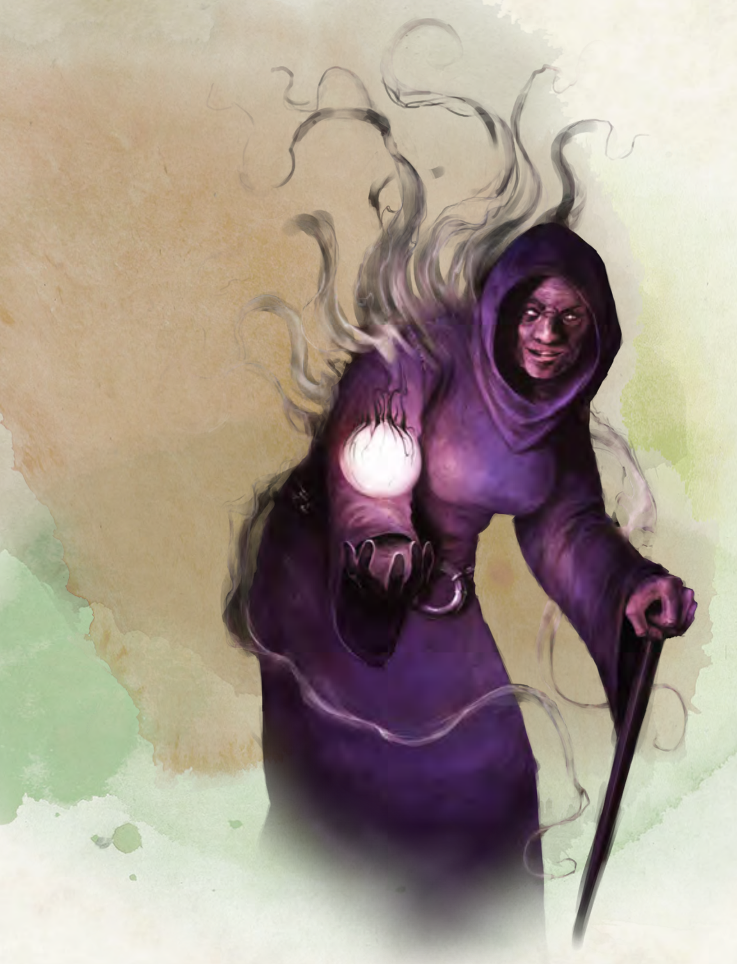
Web Walker. The aranea ignores movement restrictions caused by webbing.

Actions

Bite (Spider Form only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage and if the target is a creature, it must succeed on a DC 13 Constitution saving throw or become poisoned for 1 minute. While poisoned, the damage dealt by the target's weapon attacks are halved. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

Quarterstaff (Humanoid Form Only). *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage, or 5 (1d8 + 1) bludgeoning damage if used with two hands.

Web (Spider Form Only, Recharge 5-6). *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 13 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).



ELDER ARANEA

A colony of aranea is always led by an elder that acts as a hive queen. The elder is a powerful and intelligent spellcaster that will prioritize the safety of its kin above all else.

An evil elder aranea will lead its colony in insidious attacks against small humanoid communities. The aranea will ride into a hamlet in a caravan posing as silk merchants. By morning the next day, the aranea have charmed, isolated, and led the men and guards into ambushes. When they determine that there are no more threats, they enter the houses one by one and capture and cocoon each of its inhabitants, including children and livestock. The aranea will then stay in that hamlet for weeks, feasting on their captured prey, and whoever else that might wander into the hamlet. After completely devouring the place's inhabitants and divesting it of its valuables, the aranea colony will move once more to find another suitable place to strike.

ARANEA, ELDER

Medium monstrosity (shapechanger), neutral (any)

Armor Class 14 (17 with *mage armor*)
Hit Points 120 (16d8 + 48)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	16 (+3)	14 (+2)	14 (+2)	20 (+5)

Saving Throws Wis +5, Cha +8
Skills Deception +8, Stealth +6
Senses darkvision 60 ft., passive Perception 12
Languages Common, Sylvan, telepathy 60 ft.
Challenge 8 (3,900 XP)

Shapechanger. The aranea can use its action to polymorph into a medium humanoid (usually female) or back into its true form. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. The aranea reverts to its true form if it dies.

Spellcasting. The aranea is a 12th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *dancing lights, mage hand, minor illusion, poison spray, ray of frost*
1st level (4 slots): *charm person, mage armor, silent image*
2nd level (3 slots): *phantasmal force, mirror image*
3rd level (3 slots): *lightning bolt, major image*
4th level (3 slots): *confusion, greater invisibility*
5th level (2 slots): *dominate person, cone of cold*
6th level (1 slot): *mass suggestion*

Sorcery Points. The aranea has 12 sorcery points. It can spend 1 or more sorcery points to gain one of the following benefits:

Heightened Spell: When the aranea casts a spell that forces a creature to make a saving throw to resist the spell's effects, it can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw against the spell.

Quickened Spell: When the aranea casts a spell that has a casting time of 1 action, the giant can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Subtle Spell: When the aranea casts a spell, it can spend 1 sorcery point to cast it without any somatic or verbal components.

Spider Climb. The aranea can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the aranea knows the exact location of any creature in contact with the same web.

Web Walker. The aranea ignores movement restrictions caused by webbing.

ACTIONS

Bite (Spider Form Only). Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage and if the target is a creature, it must succeed on a DC 14 Constitution saving throw or become poisoned for 1 minute. While poisoned, the damage dealt by the target's weapon attacks are halved. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

Quarterstaff (Humanoid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage, or 5 (1d8 + 1) bludgeoning damage if used with two hands.

Web (Spider Form Only, Recharge 5-6). *Ranged Weapon Attack:* +6 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 14 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

ATHACH

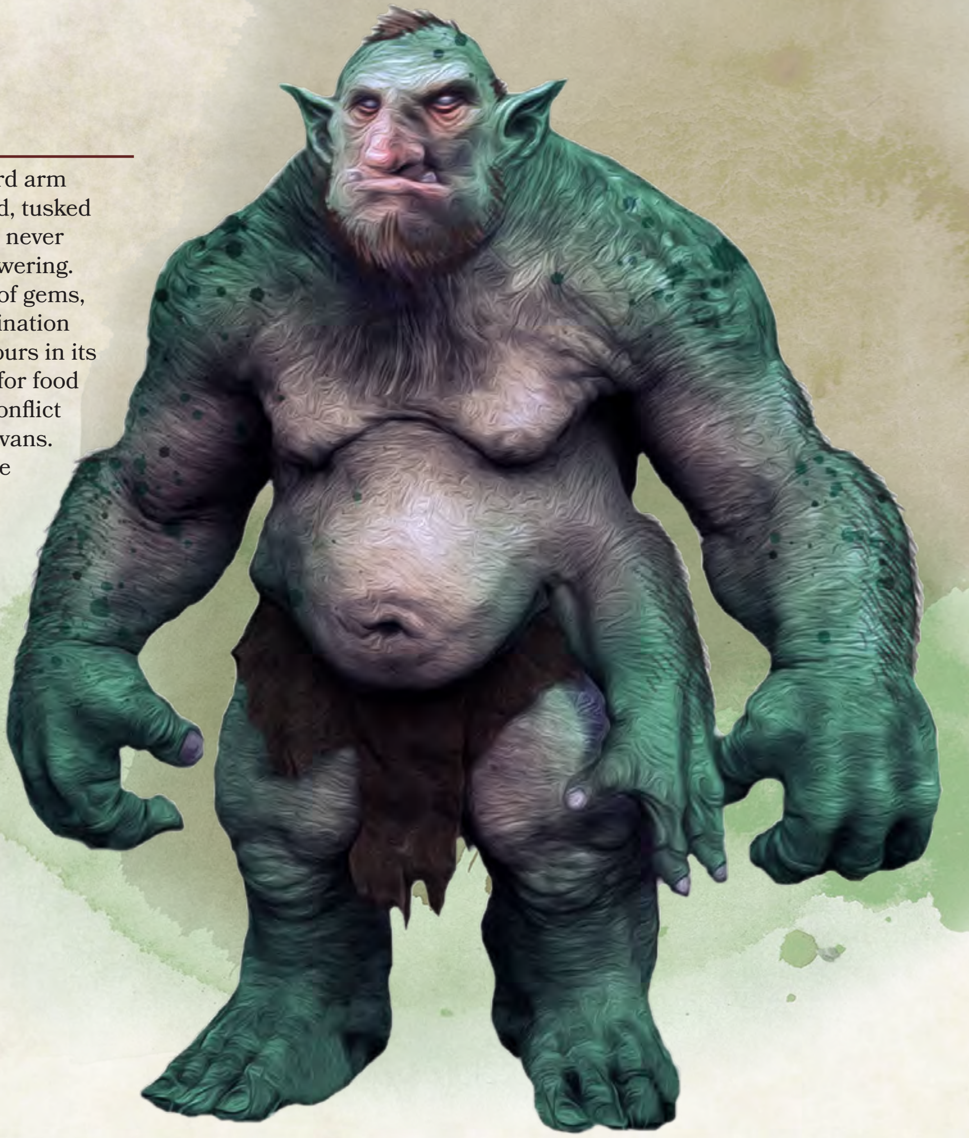
ATHACH

An athach is a massive 18-foot tall giant that has a third arm growing from its malformed, portly body and a gnarled, tusked maw that drips with debilitating venom. The creature never bathes, and the stench its body emits is nearly overpowering.

Obsessive Hoarder. An athach is a greedy collector of gems, jewelry, and precious metals. It has an obsessive fascination with such objects, polishing and talking to them for hours in its lair. When it isn't admiring its loot, it sets out to hunt for food or look for more treasure, which directly puts it into conflict with dwarves, mining settlements, and merchant caravans.

Paranoid Sociopath. Due to its greedy and obsessive nature, the athach is a solitary creature. It will never live with another intelligent being it doesn't intend to eat, and very rarely will it be with another of its kind, except probably its mate. But due to its greed, the relationship does not last long as they will soon try to murder each other for fear that the other will steal the other's treasures. An athach, on the other hand, may have monstrous pets, such as hydras, owlbears, and otyughs, to guard its lair.

Grappling Brute. In combat, it moves with a lumbering gait, crushing enemies with its enormous tree-trunk club. It will try to grab targets smaller than itself and will then either bite their heads off, slam them to the ground, or fling them like a missile weapon against other foes.



ATHACH

Huge giant, chaotic evil

Armor Class 14 (natural armor)
Hit Points 189 (14d12 + 98)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	8 (-1)	24 (+7)	5 (-3)	9 (-1)	6 (-2)

Skills Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages Giant
Challenge 12 (8,400 XP)

ACTIONS

Multiattack. The athach makes four attacks: two with its greatclub, one with its slam, and one with its bite. It can use Slam Foe or Fling in place of its slam attack.

Greatclub. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 22 (3d8 + 9) bludgeoning damage.

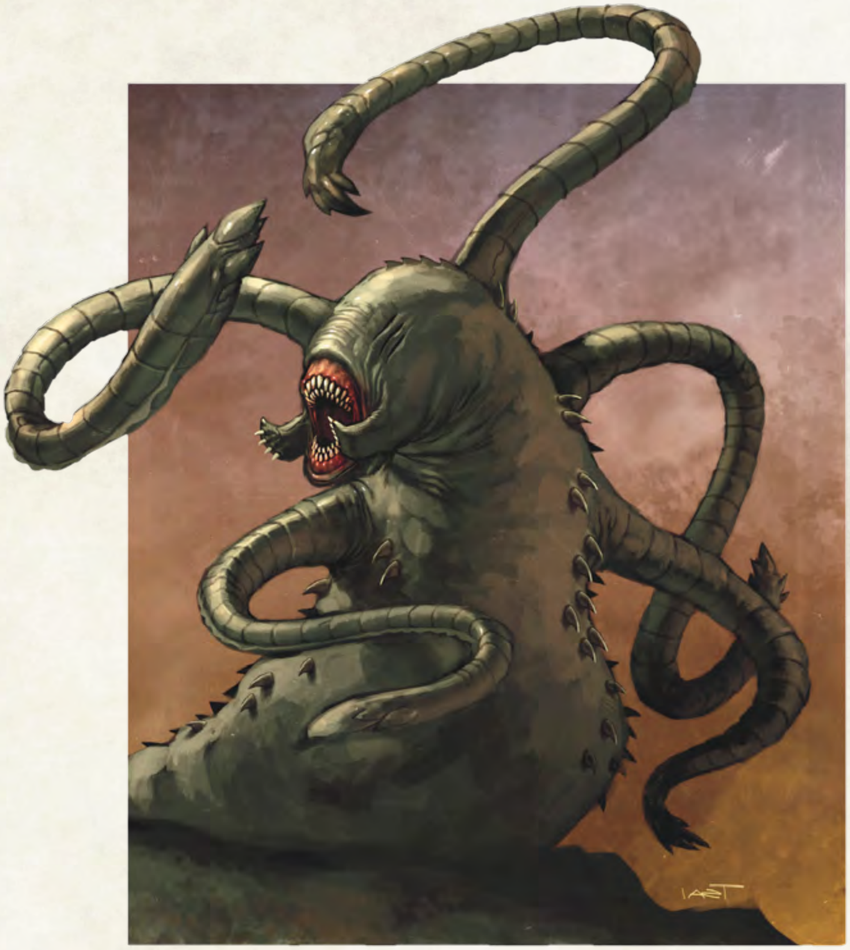
Slam. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one Medium or smaller target. *Hit:* 14 (2d4 + 9) bludgeoning damage and if the target is Large or smaller, it is grappled (escape DC 19) and restrained until the grapple ends, and the athach can't use Slam on another target.

Bite. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 16 (2d6 + 9) piercing damage and if the target is a creature, it must make a DC 19 Constitution saving throw or become poisoned for 1 minute. While poisoned, the target is incapacitated. The target can repeat the saving throw at the end of each of its turns, ending the effects on itself on a success.

Slam Foe. The athach slams a creature grappled by it into another creature it can see within 5 feet of it or a solid surface. Each creature must succeed on a DC 21 Strength saving throw or take 22 (3d8 + 9) bludgeoning damage and be stunned until the end of the athach's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

Fling. One creature grappled by the athach is thrown up to 40 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 9 + 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 21 Dexterity saving throw or take the same damage and be knocked prone.

BALHANNOTH



ELDER BALHANNOTH

A balhannoth, if left alone for decades, can gain a vast amount of power from devouring countless victims. It eventually evolves into the more fearsome elder balhannoth. Extremely rare even in the Shadowfell, the elder balhannoth will either take over balhannoth colonies as its alpha or destroy and consume everything (even its kin) within miles of its territory to ensure it has no competition.

Irresistible Lure. The elder balhannoth has developed an ability to emit an aura of enchantment around it. When a creature enters this aura, the elder balhannoth immediately digs deep into its mind, draws forth its greatest desires, and then projects a reality-warping manifestation of it that only the unwitting creature can see. This causes the victim to approach the elder balhannoth, oblivious to the actual danger.

BALHANNOTH, ELDER

Huge aberration, chaotic evil

Armor Class 18 (natural armor)
Hit Points 200 (16d12 + 96)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	22 (+6)	7 (-2)	16 (+3)	15 (+2)

Saving Throws Con +11
Skills Perception +8
Condition Immunities blinded
Senses blindsight 500 ft. (blind beyond this radius), passive Perception 18
Languages understands Deep Speech, telepathy 1 mile
Challenge 16 (15,000 XP)

Enticing Presence. Any non-balhannoth creature that starts its turn within 60 feet of the balhannoth must make a DC 15 Wisdom saving throw. On a failed save, the creature becomes charmed by the balhannoth for 1 minute. While charmed by the balhannoth, a target is incapacitated. If the charmed target is more than 5 feet away from the balhannoth, the target can take the Dash action on its turn to move toward the balhannoth by the most direct route. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the balhannoth, a target can repeat the saving throw.

A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the balhannoth's Enticing Presence for the next 24 hours.

Legendary Resistance (3/Day). If the balhannoth fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The balhannoth makes a bite attack and up to two tentacle attacks, or it makes up to four tentacle attacks.

Bite. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 32 (5d10 + 5) piercing damage.

Tentacle. Melee Weapon Attack: +10 to hit, reach 15 ft., one target. Hit: 15 (3d6 + 5) bludgeoning damage, and the target is grappled (escape DC 18) and is moved up to 10 feet toward the balhannoth. Until this grapple ends, the target is restrained, and the balhannoth can't use this tentacle against other targets. The balhannoth has four tentacles.

Tentacle Slam. The balhannoth slams creatures grappled by it into each other or a solid surface. Each creature must succeed on a DC 18 Strength saving throw or take 19 (4d6 + 5) bludgeoning damage and be stunned until the end of the balhannoth's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

LEGENDARY ACTIONS

The balhannoth can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The balhannoth regains spent legendary actions at the start of its turn.

Bite Attack. The balhannoth makes one bite attack against one creature it has grappled.
Tentacle Attack. The balhannoth makes one tentacle attack.
Teleport. The balhannoth magically teleports, along with any equipment it is wearing or carrying and any creatures it has grappled, up to 60 feet to an unoccupied space it can see.
Vanish. The balhannoth magically becomes invisible for up to 10 minutes or until immediately after it makes an attack roll.

BANDERHOBBS

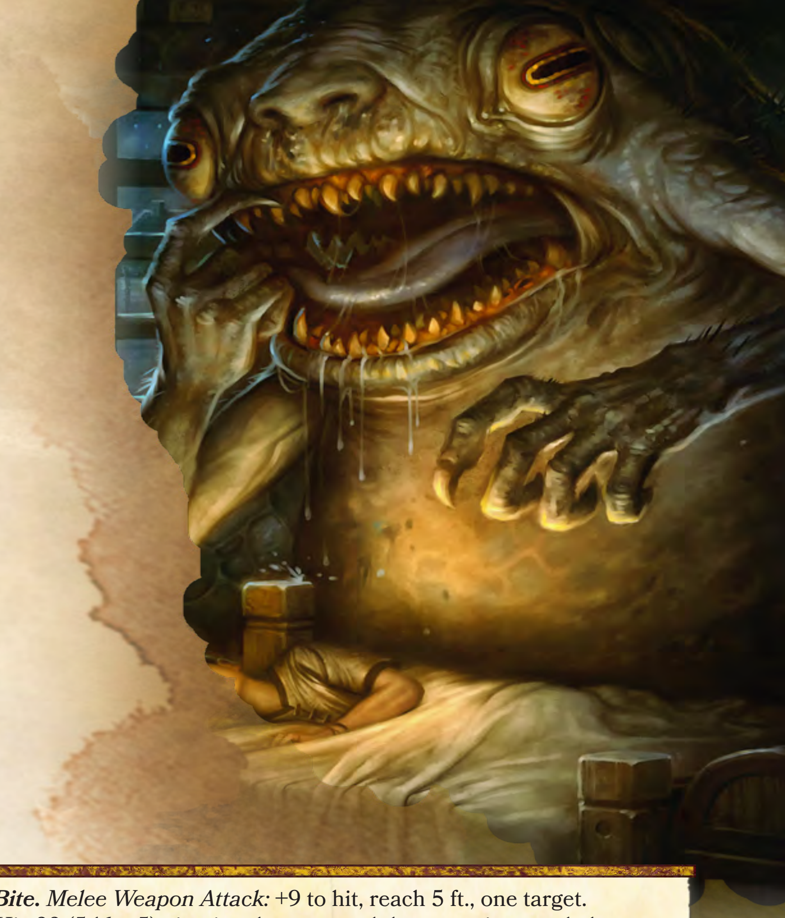
BANDERHOBB SHADOW ASSASSIN AND RAIDER

Banderhobbs normally have a short existence. They expire once they fulfill their duties, leaving only a puddle of dark goo and a puff of shadow. In some very rare instances, however, a banderhobb may reform in the Shadowfell and continue to live the rest of its existence there, evolving into more mature versions of their normal ilk. They eventually band together, loosely kept in line by the most powerful in their group. They are often hired and summoned by fiends, cultists, and evil spellcasters to serve as mercenaries.

BANDERHOBB BOGEYMAN

Once in awhile, there will be a banderhobb of exceptional guile and skill that reforms in the Shadowfell. Birthing the legend of the Bogeyman, this deadly banderhobb can shift from the Shadowfell and into the Material Plane. While it enjoys feeding on flesh, it requires consuming psychic energies generated by frightened and stressed beings to sustain its magical abilities.

A banderhobb bogeyman can normally be found leading a band of banderhobb shadow assassins and raiders.



BANDERHOBB BOGEYMAN

Large monstrosity, neutral evil

Armor Class 17 (natural armor)
Hit Points 147 (14d10 + 70)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	20 (+5)	12 (+1)	14 (+2)	16 (+3)

Skills Athletics +9, Deception +7, Stealth +11
Condition Immunities charmed, frightened
Senses darkvision 120 ft., passive Perception 12
Languages understands Common and the languages of its creator, but can't speak
Challenge 11 (7,200 XP)

Feed on Fear. A frightened creature that starts its turn within 20 feet of the banderhobb takes 3 (1d6) psychic damage, unless the banderhobb is incapacitated. Each time a creature takes damage this way, the banderhobb regains 3 (1d6) hit points and gains advantage on melee attack rolls until the end of its next turn.

Innate Spellcasting. The banderhobb's innate spellcasting ability is Charisma (spell save DC 15). The banderhobb can innately cast the following spells, without providing material components:

At will: *darkness, detect thoughts, dissonant whispers, phantasmal force*
2/day each: *major image, phantasmal killer, plane shift* (self only)

Resonant Connection. If the banderhobb has even a tiny piece of a creature or an object in its possession, such as a lock of hair or a splinter of wood, it knows the most direct route to that creature or object if it is within 1 mile of the banderhobb.

Shadow Stealth. While in dim light or darkness, the banderhobb can take the Hide action as a bonus action.

ACTIONS

Multiattack. The banderhobb makes three attacks: one with its bite or tongue and two with its claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 22 (5d6 + 5) piercing damage, and the target is grappled (escape DC 15) if it is a Large or smaller creature. Until this grapple ends, the target is restrained, and the banderhobb can't use its bite attack or tongue attack on another target.

Tongue. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one creature. *Hit:* 14 (4d6) necrotic damage, and the target must make a DC 15 Strength saving throw. On a failed save, the target is pulled to a space within 5 feet of the banderhobb, which can use a bonus action to make a bite attack against the target.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage plus 7 (2d6) psychic damage and the target must make a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Swallow. The banderhobb makes a bite attack against a Medium or smaller creature it is grappling. If the attack hits, the creature is swallowed, and the grapple ends. The swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the banderhobb, and it takes 14 (4d6) necrotic damage at the start of each of the banderhobb's turns. A creature reduced to 0 hit points in this way stops taking the necrotic damage and becomes stable.

The banderhobb can have only one creature swallowed at a time. While the banderhobb isn't incapacitated, it can regurgitate the creature at any time {no action required) in a space within 5 feet of it. The creature exits prone. If the banderhobb dies, it likewise regurgitates a swallowed creature.

Frightful Presence. Each creature of the banderhobb's choice that is within 120 feet of the banderhobb and aware of it must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the banderhobb's Frightful Presence for the next 24 hours.

Shadow Step. The banderhobb magically teleports up to 30 feet to an unoccupied space of dim light or darkness that it can see. Before or after teleporting, it can make one melee attack.

Banderhobb Shadow Assassin

Large monstrosity, neutral evil

Armor Class 18 (natural armor)
Hit Points 136 (13d10 + 65)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	20 (+5)	12 (+1)	14 (+2)	8 (-1)

Skills Athletics +8, Acrobatics +8, Stealth +12
Condition Immunities charmed, frightened
Senses darkvision 120 ft., passive Perception 12
Languages understands Common and the languages of its creator, but can't speak
Challenge 9 (5,000 XP)

Assassinate. During its first turn, the banderhobb has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the banderhobb scores against a surprised creature is a critical hit.

Resonant Connection. If the banderhobb has even a tiny piece of a creature or an object in its possession, such as a lock of hair or a splinter of wood, it knows the most direct route to that creature or object if it is within 1 mile of the banderhobb.

Shadow Stealth. While in dim light or darkness, the banderhobb can take the Hide action as a bonus action.

Sneak Attack (1/Turn). The banderhobb deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the banderhobb that isn't incapacitated and the banderhobb doesn't have disadvantage on the attack roll.

Actions

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 21 (5d6 + 4) piercing damage, and the target is grappled (escape DC 14) if it is a Large or smaller creature. Until this grapple ends, the target is restrained, and the banderhobb can't use its bite attack or tongue attack on another target.

Tongue. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one creature. *Hit:* 10 (3d6) necrotic damage, and the target must make a DC 16 Strength saving throw. On a failed save, the target is pulled to a space within 5 feet of the banderhobb, which can use a bonus action to make a bite attack against the target.

Swallow. The banderhobb makes a bite attack against a Medium or smaller creature it is grappling. If the attack hits, the creature is swallowed, and the grapple ends. The swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the banderhobb, and it takes 10 (3d6) necrotic damage at the start of each of the banderhobb's turns. A creature reduced to 0 hit points in this way stops taking the necrotic damage and becomes stable.

The banderhobb can have only one creature swallowed at a time. While the banderhobb isn't incapacitated, it can regurgitate the creature at any time {no action required) in a space within 5 feet of it. The creature exits prone. If the banderhobb dies, it likewise regurgitates a swallowed creature.

Shadow Step. The banderhobb magically teleports up to 30 feet to an unoccupied space of dim light or darkness that it can see. Before or after teleporting, it can make one melee attack.

Banderhobb Shadow Raider

Large monstrosity, neutral evil

Armor Class 15 (natural armor)
Hit Points 115 (11d10 + 55)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	20 (+5)	11 (+0)	14 (+2)	8 (-1)

Skills Athletics +9, Stealth +7
Condition Immunities charmed, frightened
Senses darkvision 120 ft., passive Perception 12
Languages understands Common and the languages of its creator, but can't speak
Challenge 7 (2,900 XP)

Resonant Connection. If the banderhobb has even a tiny piece of a creature or an object in its possession, such as a lock of hair or a splinter of wood, it knows the most direct route to that creature or object if it is within 1 mile of the banderhobb.

Shadow Stealth. While in dim light or darkness, the banderhobb can take the Hide action as a bonus action.

Lightfooted. The banderhobb can take the Dash or Disengage action as a bonus action on each of its turns.

Distracting Strike (1/Turn). When the banderhobb hits a creature with a weapon attack, the next attack roll against the target by an attacker other than the banderhobb has advantage if the attack is made before the start of the banderhobb's next turn.

Actions

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 23 (5d6 + 6) piercing damage, and the target is grappled (escape DC 16) if it is a Large or smaller creature. Until this grapple ends, the target is restrained, and the banderhobb can't use its bite attack or tongue attack on another target.

Tongue. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one creature. *Hit:* 10 (3d6) necrotic damage, and the target must make a DC 17 Strength saving throw. On a failed save, the target is pulled to a space within 5 feet of the banderhobb, which can use a bonus action to make a bite attack against the target.

Swallow. The banderhobb makes a bite attack against a Medium or smaller creature it is grappling. If the attack hits, the creature is swallowed, and the grapple ends. The swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the banderhobb, and it takes 10 (3d6) necrotic damage at the start of each of the banderhobb's turns. A creature reduced to 0 hit points in this way stops taking the necrotic damage and becomes stable.

The banderhobb can have only one creature swallowed at a time. While the banderhobb isn't incapacitated, it can regurgitate the creature at any time {no action required) in a space within 5 feet of it. The creature exits prone. If the banderhobb dies, it likewise regurgitates a swallowed creature.

Shadow Step. The banderhobb magically teleports up to 30 feet to an unoccupied space of dim light or darkness that it can see. Before or after teleporting, it can make one melee attack.

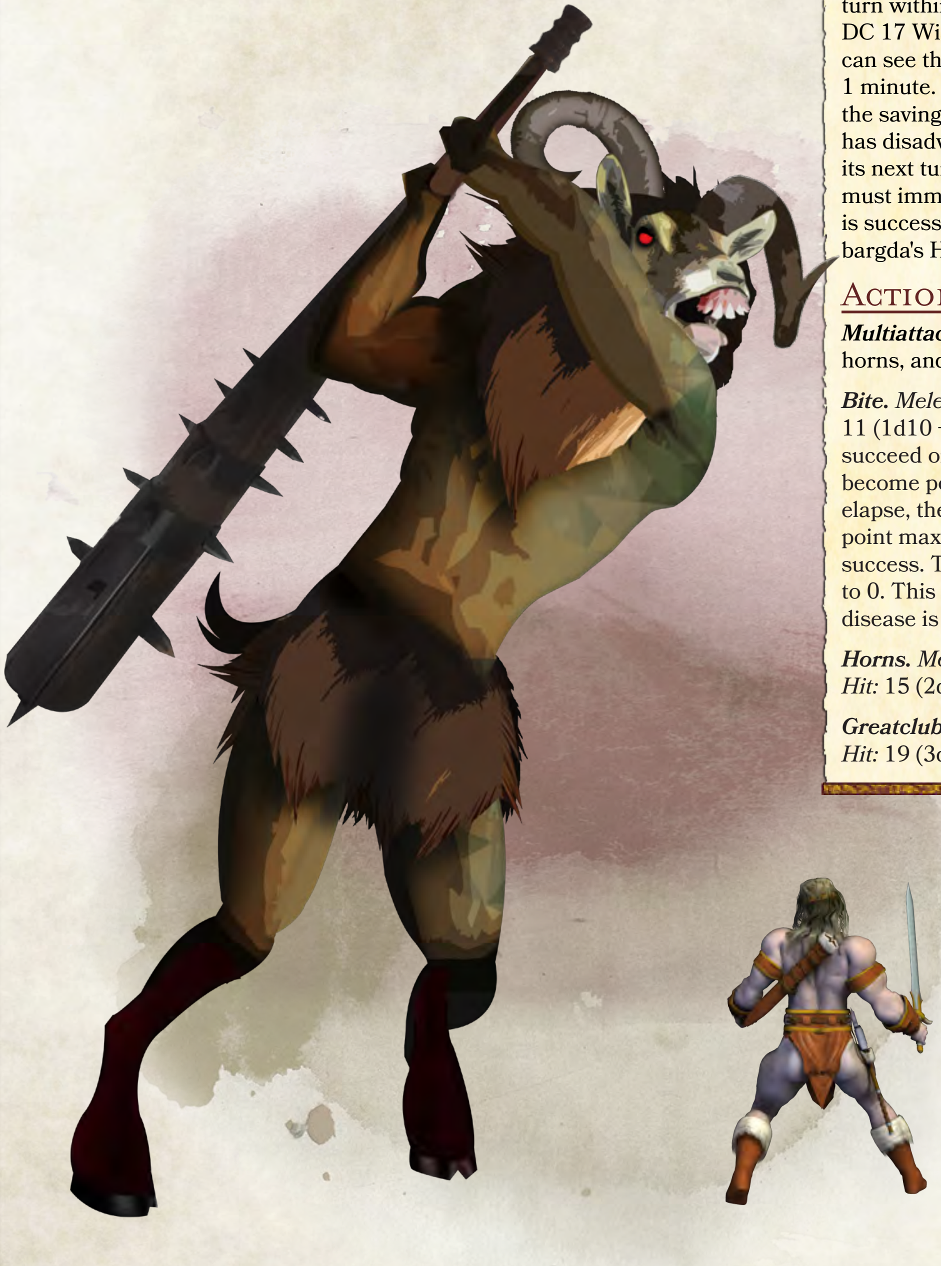
Bargda

Bargda

Once in every generation, a hill giant worshiper of Baphomet will give birth to a Bargda. Seen as a gift from the unholy union between giant and demon, the Bargda is regarded as a boon to its tribe and is groomed to become its leader. Towering over its hill giant brethren, the Bargda's physique and visage is a bent and twisted version of its progenitor.

Horned Tyrant. Aware of its heritage, the bargda uses its position to lead and force its kin to do its bidding. The bargda also subjugates other lesser giants and monsters such as ogres, trolls, minotaurs, and verbeeg and uses them to expand its territory. It normally leads hunting parties into humanoid communities in search of treasure, slaves, and food.

Venomous Saliva. While the bargda's great club and menacing horns can prove to be a challenge, adventurers should also watch out for its bite and saliva which has enough toxins and bacteria to bring any able-bodied creature to an agonizing death in a matter of days.



Bargda

Huge monstrosity, chaotic evil

Armor Class 14 (natural armor)
Hit Points 161 (14d12 + 70)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	21 (+5)	6 (-2)	17 (+3)	5 (-3)

Skills Perception +7
Senses passive Perception 17
Languages Giant
Challenge 9 (5,000 XP)

Charge. If the bargda moves at least 10 feet straight toward a target and then hits it with a horns attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Horrid Visage. When a creature that can see the bargda starts its turn within 30 feet of the bargda, the bargda can force it to make a DC 17 Wisdom saving throw if the bargda isn't incapacitated and can see the creature. On a failed save, the creature is frightened for 1 minute. Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it has disadvantage on attack rolls against the bargda until the start of its next turn. If the creature looks at the bargda in the meantime, it must immediately make the saving throw. If a target's saving throw is successful or the effect ends for it, the target is immune to the bargda's Horrid Visage for the next 24 hours.

Actions

Multiattack. The bargda makes three attacks: one with its bite or horns, and twice with its greatclub.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (1d10 + 6) piercing damage. If the target is a creature, it must succeed on a DC 17 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

Horns. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Greatclub. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

BARGHESTS

BARGHEST WHELP

The young barghest whelp may look like a goblin, but this sly shapechanger is only biding its time until it can gather enough power and return to Gehenna by consuming goblinoid souls.

Wolf in Goblin's Clothing. Unlucky adventurers may stumble upon a goblin nest, only to find a barghest whelp hiding among the goblins. When discovered, the whelp can revert to its true form - that of a feral canine and rip the flesh and soul of its prey in mere seconds.

GREATER BARGHEST

Greater barghests are mature barghests that have consumed nearly all the goblinoid souls they need to return to Gehenna. These vicious beasts have grown larger and more powerful than its brethren by consuming only the souls of powerful goblinoid warriors and spellcasters, and the occasional adventurer.

Fiendish Commanders. It is not uncommon to encounter greater barghests leading their goblinoid armies, with their unfortunate goblin underlings both serving as slaves and sources of sustenance. Due to their strength and cunning, some greater barghests have even formed alliances with creatures that goblinoids might find too troublesome to be with on their own, such as hill giants, ogres, hags, harpies, trolls, and verbeeg.

BARGHEST WHELP

Medium fiend, neutral evil

Armor Class 16 (natural armor)
Hit Points 33 (6d8 + 6)
Speed 60 ft. (30 ft. in goblin form)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	12 (+1)	12 (+1)	11 (+0)	12 (+1)

Skills Deception +3, Perception +4, Stealth +4
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities acid, poison
Condition Immunities poison
Senses blindsight 60 ft., darkvision 60 ft., passive Perception 15
Languages Abyssal, Common, Goblin, Infernal, telepathy 60 ft.
Challenge 2 (450 XP)

Shapechanger. The barghest can use its action to polymorph into a Small goblin or back into its true form. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. The barghest reverts to its true form if it dies.

Fire Banishment. When the barghest starts its turn engulfed in flames that are at least 10 feet high or wide, it must succeed on a DC 15 Charisma saving throw or be instantly banished to Gehenna. Instantaneous bursts of flame (such as a red dragon's breath or a fireball spell) don't have this effect on the barghest.

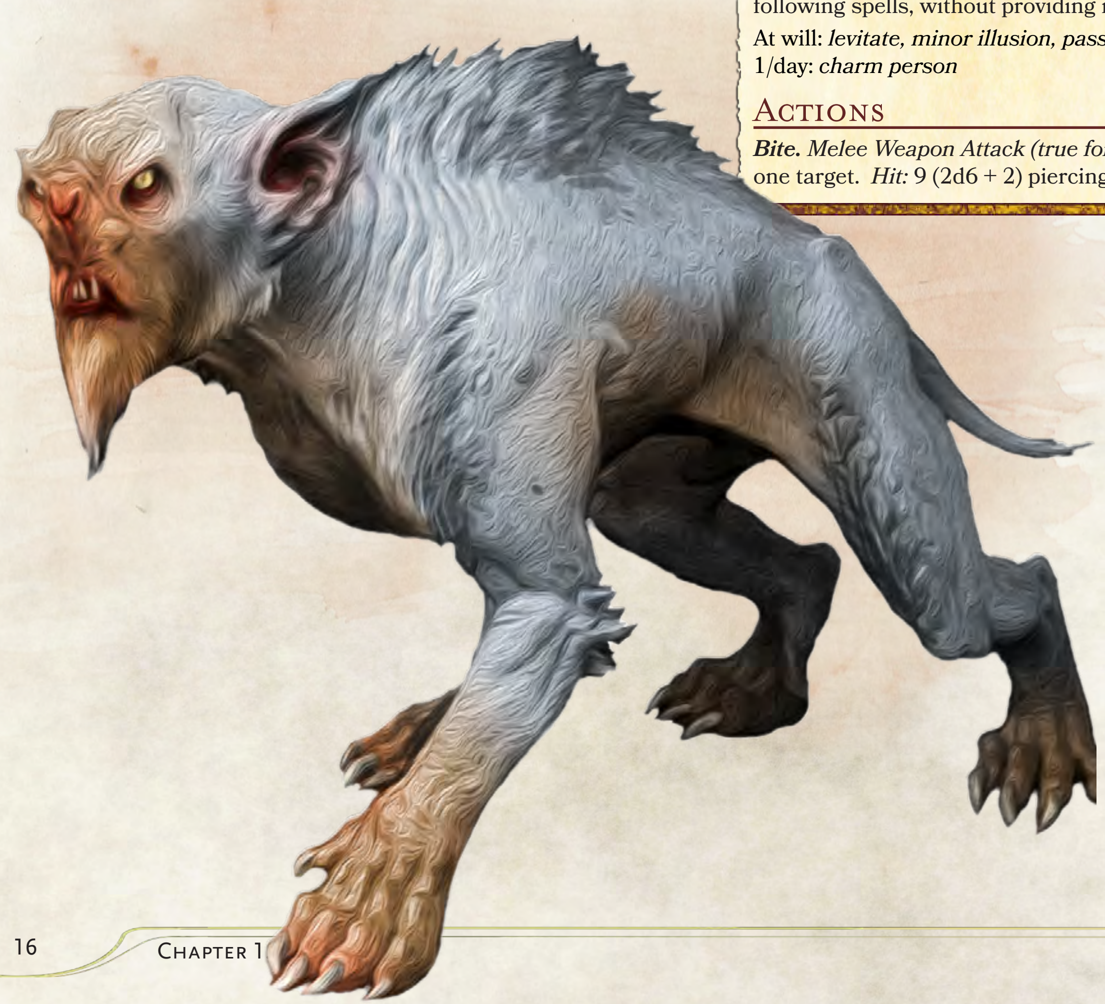
Keen Smell. The barghest has advantage on Wisdom (Perception) checks that rely on smell.

Innate Spellcasting. The barghest's innate spellcasting ability is Charisma (spell save DC 15). The barghest can innately cast the following spells, without providing material components:

At will: *levitate, minor illusion, pass without trace*
1/day: *charm person*

ACTIONS

Bite. *Melee Weapon Attack (true form only):* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.



Greater Barghest

Large fiend, neutral evil

Armor Class 18 (natural armor)
Hit Points 153 (18d10 + 54)
Speed 60 ft. (30 ft. in goblin form)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	16 (+3)	14 (+2)	14 (+2)	16 (+3)

Saving Throws Con +6, Wis +5, Cha +6
Skills Deception +6, Intimidation +6, Perception +8, Stealth +5
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities acid, poison
Condition Immunities poison
Senses blindsight 60 ft., darkvision 60 ft., passive Perception 18
Languages Abyssal, Common, Goblin, Infernal, telepathy 60 ft.
Challenge 8 (3,900 XP)

Shapechanger. The barghest can use its action to polymorph into a Small, Medium, or Large goblinoid, or back into its true form. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. The barghest reverts to its true form if it dies.

Fire Banishment. When the barghest starts its turn engulfed in flames that are at least 10 feet high or wide, it must succeed on a DC 15 Charisma saving throw or be instantly banished to Gehenna. Instantaneous bursts of flame (such as a red dragon's breath or a fireball spell) don't have this effect on the barghest.

Keen Smell. The barghest has advantage on Wisdom (Perception) checks that rely on smell

Innate Spellcasting. The barghest's innate spellcasting ability is Charisma (spell save DC 15). The barghest can innately cast the following spells, without providing material components:

At will: *levitate, minor illusion, pass without trace*
3/day: *blink, charm person, dimension door, suggestion*
1/day: *mislead*

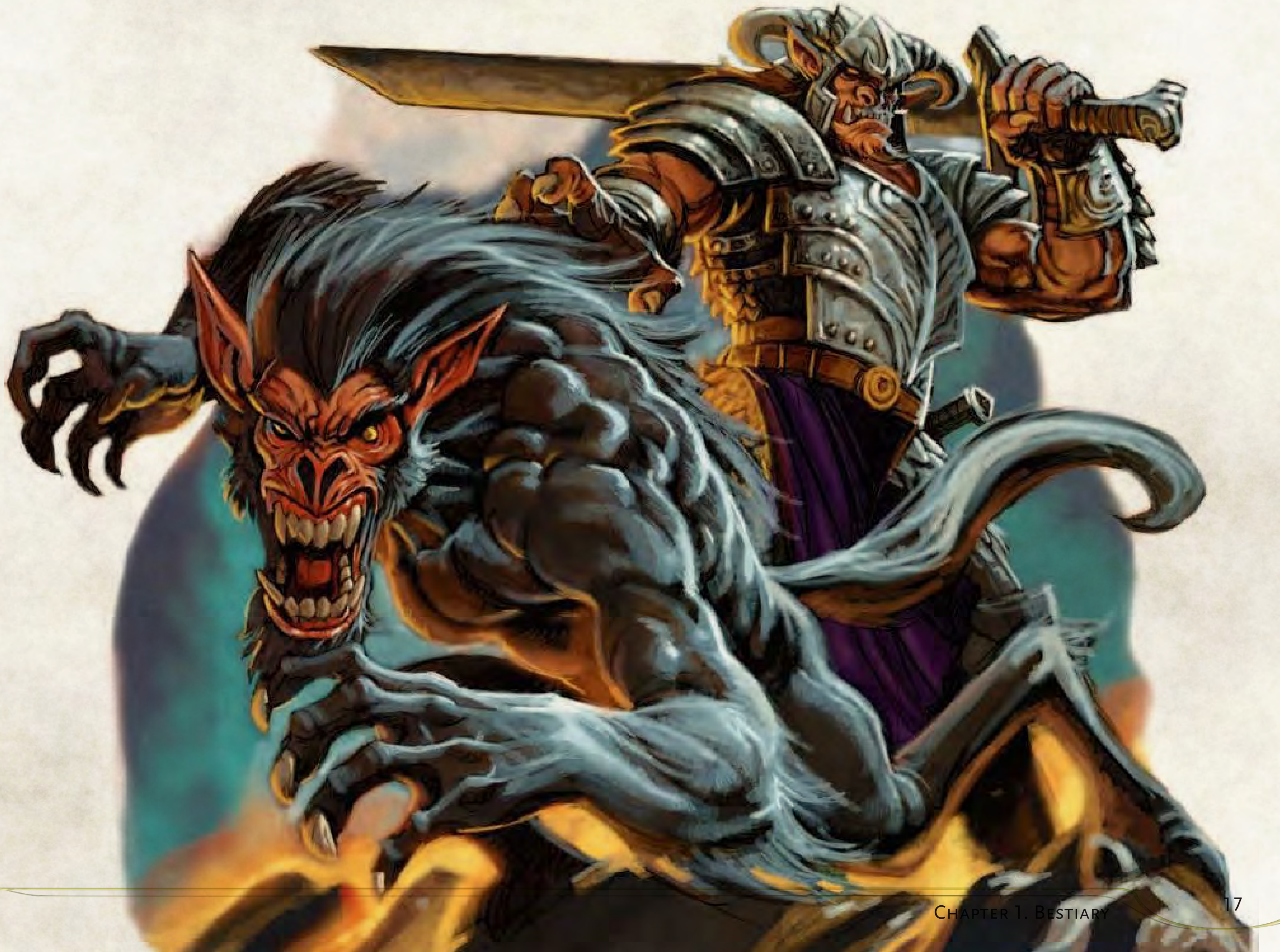
Actions

Multiattack. In goblinoid form, the barghest makes two attacks with its greatsword or with its claws. In true form, the barghest makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack (true form only):* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Greatsword. *Melee Weapon Attack (goblinoid form only):* +8 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage, or 19 (4d6 + 5) slashing damage while in Large goblinoid form.



BEHOLDERS

DOOMSPHERE

Urban legends speak of the bodies of adventurers who were unfortunate enough to encounter the ghostly globe of death. Lifeless bodies frozen in fear and anguish, no one can tell how they came to their gruesome ends. Perhaps this spectral beholder passed through their bodies, its necrotic touch corrupting flesh and bone. Or perhaps one look at its pale, abhorrent visage was enough to drain the life out of its victims.

Mad Orb of Undeath. A doomsphere is the restless spirit of a beholder that spawned after its death due to a curse or was created by powerful necromantic magic. In extremely rare instances, a beholder that sought lichdom but failed in the ritual would instead return as a doomsphere. The creature retains almost all of its arsenal of abilities, save a few that have changed due to undeath. Most, but not all, tend to become insane after this ghastly reincarnation.

The doomsphere continues to "live" beyond death as the vile xenophobic beholder it once was, only far more dangerous and more isolated this time and adventurers know better than to invade its old stomping grounds, which it haunts to this day.

Undead Nature. A doomsphere doesn't require air, food, drink, or sleep.

DOOMSPHERE

Large aberration, lawful evil

Armor Class 12
Hit Points 161 (19d10 + 57)
Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	17 (+3)	15 (+2)	18 (+4)

Saving Throws Int +8, Wis +7, Cha +9
Skills Perception +12
Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities cold, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 120 ft., passive Perception 22
Languages Deep Speech, Undercommon
Challenge 15 (13,000 XP)

Antimagic Cone. The doomsphere's central eye creates an area of antimagic, as in the anti magic field spell, in a 150-foot cone. At the start of each of its turns, the doomsphere decides which way the cone faces and whether the cone is active. The area works against the doomsphere's own eye rays.

Ethereal Sight. The doomsphere can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The doomsphere can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Withering Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 20 (4d8 + 2) necrotic damage.

Etherealness. The doomsphere enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Eye Rays. The doomsphere shoots three of the following magical eye rays at random (reroll duplicates), choosing one to three targets it can see within 120 feet of it:

1. Chill Ray. The targeted creature must succeed on a DC 17 Constitution saving throw or take 18 (4d8) cold damage, its speed is reduced by 10 feet, and has disadvantage on attack rolls until the end of its next turn. This ray has no effect on creatures immune to cold damage.

2. Paralyzing Ray. The targeted creature must succeed on a DC 17 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

3. Fear Ray. The targeted creature must succeed on a DC 17 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

4. Slowing Ray. The targeted creature must succeed on a DC 17 Dexterity saving throw. On a failed save, the target's speed is halved for 1 minute. In addition, the creature can't take reactions, and it can take either an action or a bonus action on its turn, not both. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

5. Enervation Ray. The targeted creature must succeed on a DC 17 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one.

6. Telekinetic Ray. If the target is a creature, it must succeed on a DC 17 Strength saving throw or the doomsphere moves it up to 30 feet in any direction. It is restrained by the ray's telekinetic grip until the start of the doomsphere's next turn or until the doomsphere is incapacitated. If the target is an object weighing 300 pounds or less that isn't being worn or carried, it is moved up to 30 feet in any direction. The doomsphere can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a door or a container.

7. Exhaustion Ray. The targeted creature must succeed on a DC 17 Constitution saving throw or gain 1 level of exhaustion.

8. Withering Ray. The targeted creature must succeed on a DC 17 Constitution saving throw. On a failed save, the creature ages 1d4 x 10 years. The aging effect can be reversed with a greater restoration spell, but only within 24 hours of it occurring.

9. Disintegration Ray. If the target is a creature, it must succeed on a DC 17 Dexterity saving throw or take 45 (10d8) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust. If the target is a Large or smaller nonmagical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Huge or larger object or creation of magical force, this ray disintegrates a 10-foot cube of it.

10. Death Ray. The targeted creature must succeed on a DC 17 Dexterity saving throw or take 55 (10d10) necrotic damage. The target dies if the ray reduces it to 0 hit points.

LEGENDARY ACTIONS

The doomsphere can take 3 legendary actions, using the options listed below. It can take only one legendary action at a time and only at the end of another creature's turn. The doomsphere regains spent legendary actions at the start of its turn.

Antimagic Cone. The doomsphere turns which way the cone faces and whether the cone is active.
Eye Ray. The doomsphere uses one random eye ray.

REACTIONS

Redirect Antimagic Cone. When the doomsphere sees a creature within 150 feet cast a spell, the doomsphere activates its antimagic cone and points it at the creature.

Eye of the Deep

Large aberration, lawful evil

Armor Class 17 (natural armor)
Hit Points 136 (16d10 + 48)
Speed 0 ft., fly 20 ft. (hover), swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	16 (+3)	15 (+2)	16 (+3)

Saving Throws Int +7, Wis +6, Cha +7
Skills Perception +10
Damage Resistances cold
Condition Immunities prone
Senses darkvision 120 ft., passive Perception 20
Languages Deep Speech, Undercommon
Challenge 11 (7,200 XP)

Amphibious. The eye of the deep can breathe air and water.

Baleful Flash. The eye of the deep's central eye projects a blinding flash of light in a 60-foot cone as a bonus action. Each creature in that area must succeed on a DC 15 Constitution saving throw or be blinded for 1 minute.

Innate Spellcasting (psionics). The eye of the deep's innate spellcasting ability is Intelligence (spell save DC 15). The eye of the deep can innately cast the following spells, without providing material components:

At will: *major image*

Actions

Multiattack. The eye of the deep makes three attacks: one with its bite and two with its pincers.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) piercing damage.

Pincer. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. The target is grappled (escape DC 14) if it is a Large or smaller creature and the eye of the deep doesn't have two other creatures grappled.

Eye Rays. The eye of the deep shoots two eye rays, choosing one to two targets it can see within 120 feet of it:

1. *Paralyzing Ray*. The targeted creature must succeed on a DC 15 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
2. *Cold Ray*. The targeted creature must succeed on a DC 15 Dexterity saving throw, taking 28 (8d8) cold damage on a failed save, or half as much damage on a successful one.

Legendary Actions

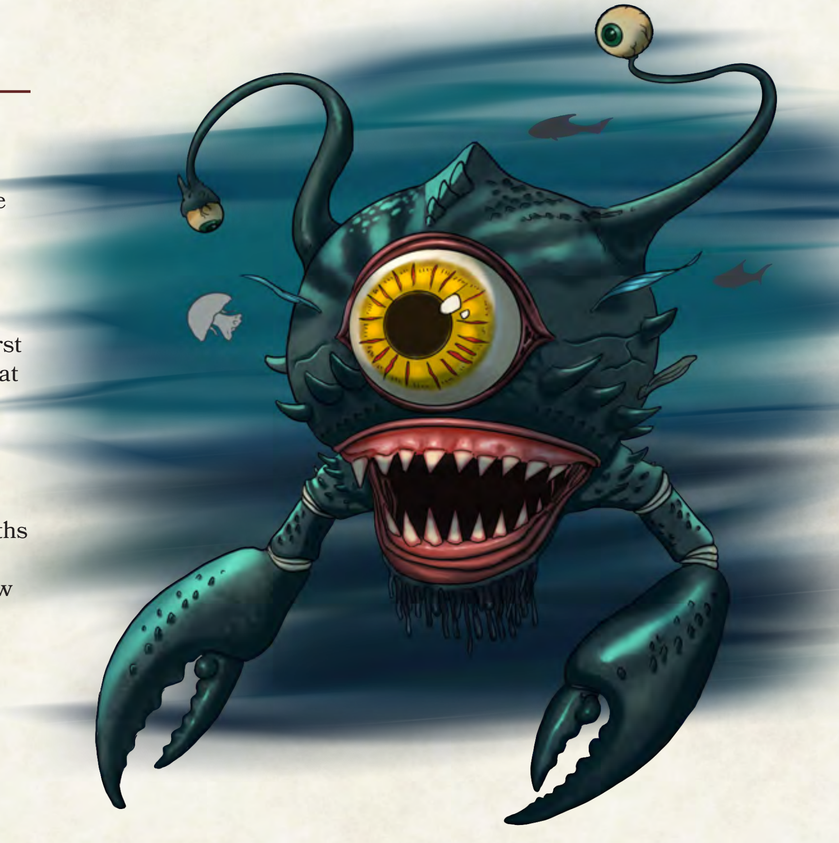
The eye of the deep can take 3 legendary actions, using the Eye Ray option below. It can take only one legendary action at a time and only at the end of another creature's turn. The eye of the deep regains spent legendary actions at the start of its turn.

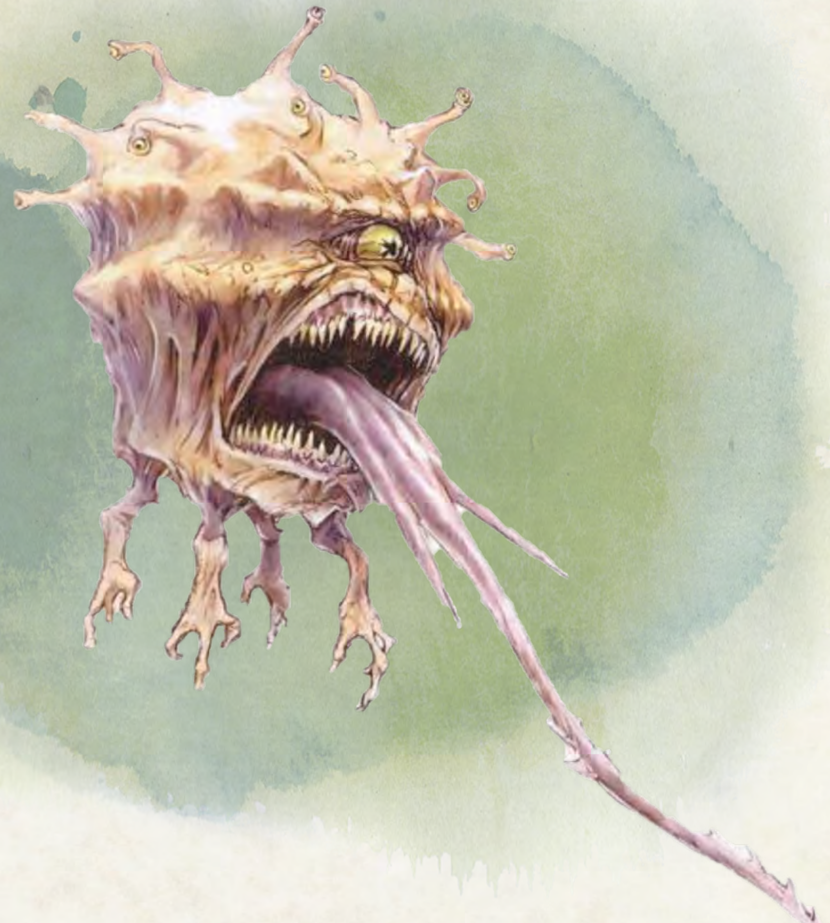
Eye Ray. The eye of the deep uses one random eye ray.
Pincer. The eye of the deep makes one pincer attack.

Eye of the Deep

An aquatic sub-species of beholders, the eye of the deep is only found in the darkest depths of the ocean or the deepest subterranean lakes of the Underdark. Growing to about five to nine feet in diameter, the eye of the deep retains its beholder-like qualities with a cyclopean eye and a large maw of razor-sharp teeth. Unique among its kind, the eye of the deep only has two eye stalks but is armed with two limbs ending in crustacean-like pincers that it uses to crush and dismember its foes. Instead of projecting an antimagic cone, its central eye creates a bright burst of light that can leave its enemies unlucky enough to be looking at it blinded for a minute.

Intolerant Tyrants. True to its nature, the eye of the deep is xenophobic and fiercely territorial. While they may tolerate and subjugate nearby weaker life forms such as kuo-toans, merrow, and sahuagin, other dangerous, intelligent beings such as aboleths and morkoths are a different matter. It will relentlessly try to destroy or drive them out if it can. Otherwise, it will seek out new territory.





Gouger

Gougers are large beholder-kin created by phaerimms eons ago to hunt and kill other beholders. Slightly larger than a normal beholder, the gouger possesses the same magical powers as that of their kin and is armed with an abrasive and razor-sharp tongue that it uses as a whip. It even has four tiny legs under its body that enables it to skitter if forced on the ground. Because of its nature as a beholder-hunter, gougers have grown stronger than their brethren and can negate another beholder's magic. They are also quite insane.

Aggressive Stalkers. While the phaerimm have since mostly forgotten about them, the gougers continue to aggressively prowl the Underdark, hunting actively for beholders. This doesn't mean they will not attack other creatures, however. In fact, they will almost always attack and prey on anything Large or smaller on sight to sustain their eternal hunt. It is quite possible however to convince them to stop attacking or enter a truce if they are provided information about a beholder's location.

Gouger

Large aberration, neutral evil

Armor Class 19 (natural armor)
Hit Points 210 (20d10 + 100)
Speed 10 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	9 (-1)	14 (+2)	14 (+2)

Saving Throws Dex + 7, Con +10, Wis +7
Skills Perception +12
Condition Immunities prone
Senses darkvision 120 ft., passive Perception 22
Languages Deep Speech, Undercommon
Challenge 13 (10,000 XP)

Antimagic Cone. The gouger's central eye creates an area of antimagic, as in the anti magic field spell, in a 150-foot cone. At the start of each of its turns, the gouger decides which way the cone faces and whether the cone is active. The area works against the gouger's own eye rays.

Beholder Slayer. The gouger has advantage on attack rolls and saving throws made against beholders.

Actions

Multiattack. The gouger makes three attacks: one with its bite or tongue and two with its eye rays.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (4d6 + 5) piercing damage.

Tongue. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or be blinded for 1 minute. If the blinded creature is a beholder, it loses the ability to use one of its eye rays or central eye (determined randomly) while blinded. Each time the beholder target fails its saving throw, it loses another use of its eye ray or central eye (determined randomly, rerolling any duplicates).

Eye Ray. The gouger shoots one of the following magical eye rays at random (reroll if already used this turn), choosing one target it can see within 120 feet of it:

1. *Paralyzing Ray*. The targeted creature must succeed on a DC 15 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
2. *Fear Ray.* The targeted creature must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
3. *Telekinetic Ray*. If the target is a creature, it must succeed on a DC 15 Strength saving throw or the gouger moves it up to 30 feet in any direction. It is restrained by the ray's telekinetic grip until the start of the gouger's next turn or until the gouger is incapacitated. If the target is an object weighing 300 pounds or less that isn't being worn or carried, it is moved up to 30 feet in any direction. The gouger can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a door or a container.
4. *Disintegration Ray.* If the target is a creature, it must succeed on a DC 15 Dexterity saving throw or take 45 (10d8) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust. If the target is a Large or smaller nonmagical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Huge or larger object or creation of magical force, this ray disintegrates a 10-foot cube of it.

Legendary Actions

The gouger can take 3 legendary actions, using the Eye Ray option below. It can take only one legendary action at a time and only at the end of another creature's turn. The gouger regains spent legendary actions at the start of its turn.

Eye Ray. The gouger uses one random eye ray.
Tongue (Costs 2 Actions). The gouger makes one tongue attack.

Young Beholder

Medium aberration, lawful evil

Armor Class 17 (natural armor)
Hit Points 71 (11d8 + 22)
Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	15 (+2)	13 (+1)	15 (+2)

Saving Throws Int +5, Wis +4, Cha +5
Skills Perception +7
Condition Immunities prone
Senses darkvision 120 ft., passive Perception 17
Languages Deep Speech, Undercommon
Challenge 7 (2,900 XP)

Antimagic Cone. The beholder's central eye creates an area of antimagic, as in the anti magic field spell, in a 90-foot cone. At the start of each of its turns, the beholder decides which way the cone faces and whether the cone is active. The area works against the beholder's own eye rays.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (3d6 - 1) piercing damage.

Eye Rays. The beholder shoots three of the following magical eye rays at random (reroll duplicates), choosing one to three targets it can see within 60 feet of it*:*

1. Charm Ray. The targeted creature must succeed on a DC 13 Wisdom saving throw or be charmed by the beholder for 1 hour, or until the beholder harms the creature.

2. Paralyzing Ray. The targeted creature must succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

3. Fear Ray. The targeted creature must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

4. Slowing Ray. The targeted creature must succeed on a DC 13 Dexterity saving throw. On a failed save, the target's speed is halved for 1 minute. In addition, the creature can't take reactions, and it can take either an action or a bonus action on its turn, not both. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

5. Enervation Ray. The targeted creature must succeed on a DC 13 Constitution saving throw, taking 18 (4d8) necrotic damage on a failed save, or half as much damage on a successful one.

6. Telekinetic Ray. If the target is a creature, it must succeed on a DC 13 Strength saving throw or the beholder moves it up to 30 feet in any direction. It is restrained by the ray's telekinetic grip until the start of the beholder's next turn or until the beholder is incapacitated. If the target is an object weighing 200 pounds or less that isn't being worn or carried, it is moved up to 30 feet in any direction. The beholder can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a door or a container.

7. Sleep Ray. The targeted creature must succeed on a DC 13 Wisdom saving throw or fall asleep and remain unconscious for 1 minute. The target awakens if it takes damage or another creature takes an action to wake it. This ray has no effect on constructs and undead.

8. Petrification Ray. The targeted creature must succeed on a DC 13 Dexterity saving throw. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified for 24 hours, or until freed by the greater restoration spell or other magic.

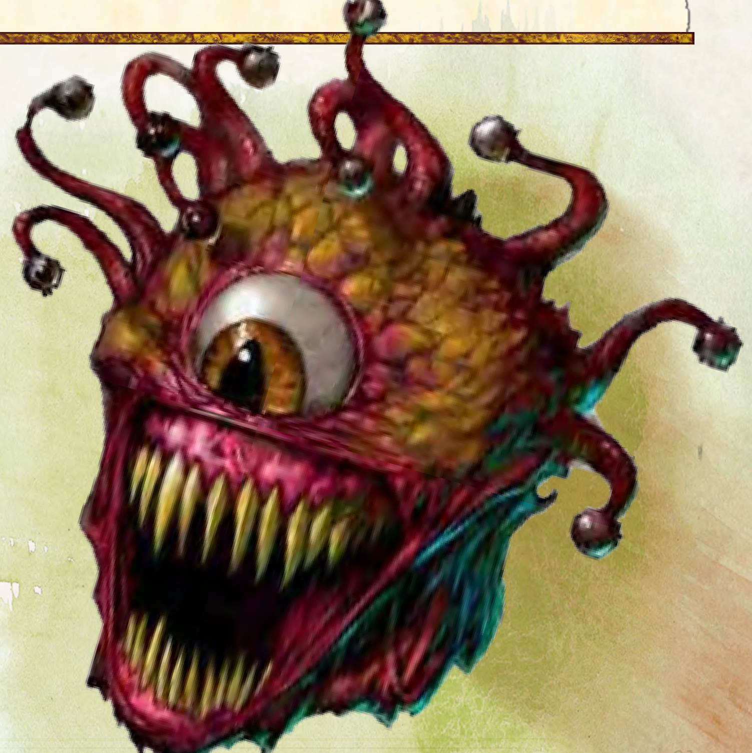
9. Disintegration Ray. If the target is a creature, it must succeed on a DC 13 Dexterity saving throw or take 22 (5d8) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust. If the target is a Medium or smaller nonmagical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Large or larger object or creation of magical force, this ray disintegrates a 5-foot cube of it.

10. Death Ray. The targeted creature must succeed on a DC 13 Dexterity saving throw or take 27 (5d10) necrotic damage. The target dies if the ray reduces it to 0 hit points.

Legendary Actions

The beholder can take 3 legendary actions, using the options listed below. It can take only one legendary action at a time and only at the end of another creature's turn. The beholder regains spent legendary actions at the start of its turn.

Eye Ray. The beholder uses one random eye ray.



Young Beholder

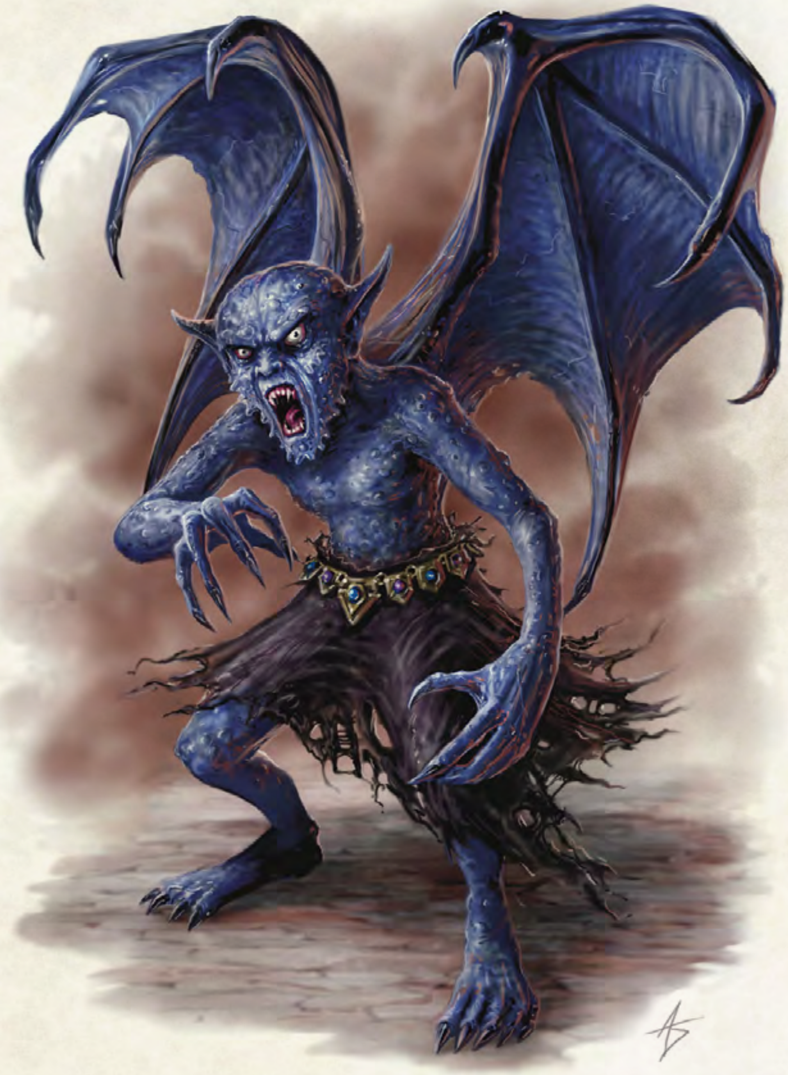
Young beholders experience their first challenge the minute they are born into existence. The product of a beholder's dream or nightmare, the young beholder is seen not just as a near-spitting image of its creator, but also as a threat. Nine times out of ten the young beholder is slain immediately by its creator. Beholders that do manage to escape, and these are the exceptional ones, end up roaming the Underdark seeking its own territory where it can make its mark and grow into adulthood.

BERBALANG

BERBALANG LORE MASTER

Berbalang lore masters are specialist wizards that have gained a vast amount of knowledge from the dead gods of the Astral Plane. While it may look no different from its brethren, the berbalang has grown stronger and wiser from the dark and powerful secrets it has attained.

Manipulators of Energy. The berbalang lore master has also evolved into a more powerful spellcaster, capable of unleashing deadly attacks at will. Highly intelligent, these lore masters have mastered the ability to control and alter their energy in spell casting, making its spells even more unpredictable and extremely dangerous.



BERBALANG LORE MASTER

Medium aberration, neutral evil

Armor Class 14 (natural armor)
Hit Points 76 (17d8)
Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	10 (+0)	18 (+4)	12 (+1)	11 (+0)

Saving Throws Dex +6, Int +7
Skills Arcana +7, History +7, Insight +4, Nature +7, Perception +4, Religion +7
Senses truesight 120 ft., passive Perception 14
Languages all, but rarely speaks
Challenge 5 (1,800 XP)

Alter Energy Type (1/Turn). When the berbalang casts a spell with a spell slot and the spell deals acid, cold, fire, force, lightning, necrotic, radiant, or thunder damage, it can substitute that damage with one other type from that list.

Alter Saving Throw (Recharges after a Short or Long Rest). When the berbalang casts a spell with a spell slot and the spell requires a saving throw, it can change the saving throw from one ability score to another of its choice.

Spectral Duplicate (Recharges after a Short or Long Rest). As a bonus action, the berbalang creates one spectral duplicate of itself in an unoccupied space it can see within 60 feet of it. While the duplicate exists, the berbalang is unconscious. A berbalang can have only one duplicate at a time. The duplicate disappears when it or the berbalang drops to 0 hit points or when the berbalang dismisses it (no action required).

The duplicate has the same statistics and knowledge as the berbalang, and everything experienced by the duplicate is known by the berbalang. All damage dealt by the duplicate's at tacks is psychic damage.

Innate Spellcasting (psionics). The berbalang's innate spellcasting ability is Intelligence (spell save DC 15). The berbalang can innately cast the following spells, requiring no material components:

At will: *speak with the dead*
1/day: *plane shift*

Spellcasting. The berbalang is a 6th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, + 7 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips: *fire bolt, mage hand, poison spray, prestidigitation*
1st level (4 slots): *burning hands, identify, magic missile, shield*
2nd level (3 slots): *hold person, invisibility, scorching ray*
3rd level (3 slots): *dispel magic, fear, fireball*

ACTIONS

***Multiattack.* The berbalang makes two attacks: one with its bite and one with its claws.**

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

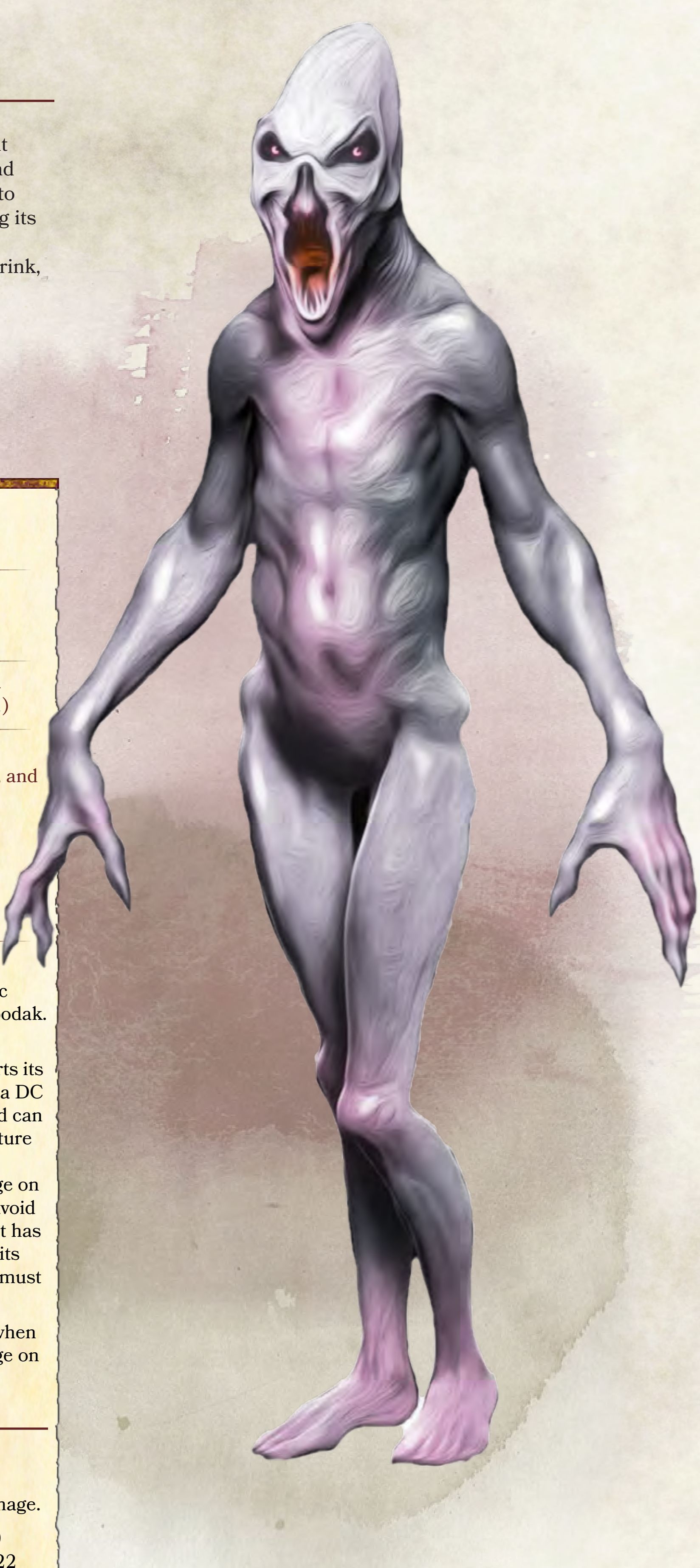
Claws. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. Hit: 8 (2d4 + 3) slashing damage.

BODAKS

BODAK RAVAGER

When a large humanoid or giant worshiper of Orcus takes the same ritual sacrifice vows others do to become a bodak, it becomes a ravager instead. The bodak ravager is a bigger and more aggressive type of bodak. While the bodak still prefers to use its terrifying gazes to kill its foes, the ravager enjoys using its imposing size and strength to crush its enemies.

Undead Nature. A bodak ravager doesn't require air, food, drink, or sleep.



BODAK RAVAGER

Large undead, chaotic evil

Armor Class 17 (natural armor)
Hit Points 102 (12d10 + 36)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	17 (+3)	7 (-2)	12 (+1)	12 (+1)

Skills Perception +5, Stealth +7
Damage Resistances cold, fire, necrotic; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities lightning, poison
Condition Immunities charmed, frightened, poisoned
Senses darkvision 120 ft., passive Perception 15
Languages Abyssal, the languages it knew in life
Challenge 10 (5,900 XP)

Aura of Annihilation. The bodak can activate or deactivate this feature as a bonus action. While active, the aura deals 5 necrotic damage to any creature that ends its turn within 30 feet of the bodak. Undead and fiends ignore this effect.

Death Gaze. When a creature that can see the bodak's eyes starts its turn within 30 feet of the bodak, the bodak can force it to make a DC 15 Constitution saving throw if the bodak isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is reduced to 0 hit points, unless it is immune to the frightened condition. Otherwise, a creature takes 16 (3d10) psychic damage on a failed save. Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it has disadvantage on attack rolls against the bodak until the start of its next turn. If the creature looks at the bodak in the meantime, it must immediately make the saving throw.

Sunlight Hypersensitivity. The bodak takes 5 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Multiattack. The bodak makes two fist attacks.

Fist. *Melee Weapon Attack*: +9 to hit, reach 10 ft., one target. *Hit:* 10 (2d4 + 5) bludgeoning damage plus 9 (2d8) necrotic damage.

Withering Gaze. One creature that the bodak can see within 60 feet of it must make a DC 15 Constitution saving throw, taking 22 (4d10) necrotic damage on a failed save, or half as much damage on a successful one.

Bodak Devotee of Orcus

Medium undead, chaotic evil

Armor Class 15 (natural armor)
Hit Points 112 (15d8 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	16 (+3)	8 (-1)	16 (+3)	12 (+1)

Saving Throws Wis +7, Cha +5
Skills Perception +7, Religion +3, Stealth +7
Damage Resistances cold, fire, necrotic; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities lightning, poison
Condition Immunities charmed, frightened, poisoned
Senses darkvision 120 ft., passive Perception 17
Languages Abyssal, the languages it knew in life
Challenge 12 (8,400 XP)

Aura of Annihilation. The bodak can activate or deactivate this feature as a bonus action. While active, the aura deals 5 necrotic damage to any creature that ends its turn within 30 feet of the bodak. Undead and fiends ignore this effect.

Death Gaze. When a creature that can see the bodak's eyes starts its turn within 30 feet of the bodak, the bodak can force it to make a DC 15 Constitution saving throw if the bodak isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is reduced to 0 hit points, unless it is immune to the frightened condition. Otherwise, a creature takes 22 (4d10) psychic damage on a failed save. Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it has disadvantage on attack rolls against the bodak until the start of its next turn. If the creature looks at the bodak in the meantime, it must immediately make the saving throw.

Spellcasting. The bodak is a 13th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *guidance, mending, resistance, toll the dead, thaumaturgy*
1st level (4 slots): *bane, false life, inflict wounds, ray of sickness*
2nd level (3 slots): *blindness/deafness, hold person, ray of enfeeblement, silence*
3rd level (3 slots): *animate dead, bestow curse, vampiric touch*
4th level (3 slots): *banishment, blight, death ward*
5th level (2 slots): *antilife shell, cloudkill, flame strike*
6th level (1 slot): *harm*
7th level (1 slot): *symbol*

Sunlight Hypersensitivity. The bodak takes 5 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Fist. *Melee Weapon Attack*: +7 to hit, reach 10 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage plus 13 (3d8) necrotic damage.

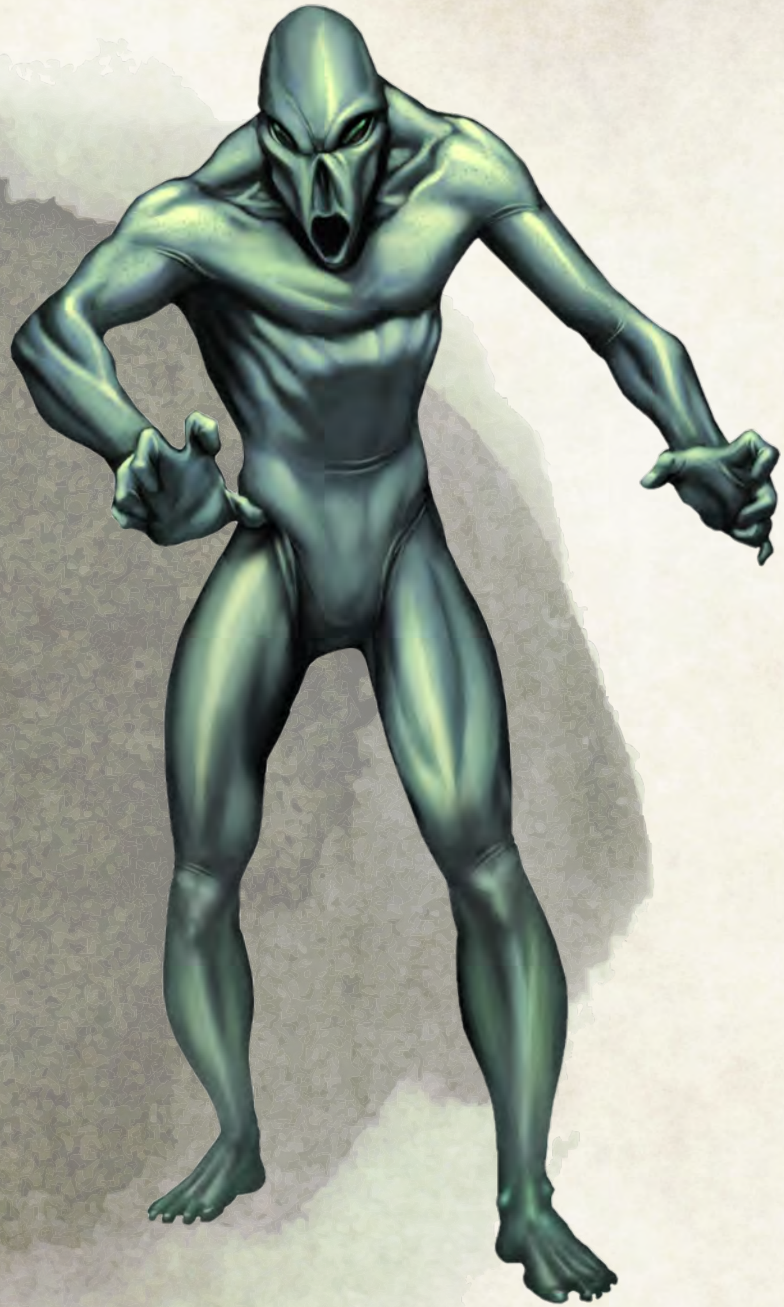
Withering Gaze. One creature that the bodak can see within 60 feet of it must make a DC 15 Constitution saving throw, taking 33 (6d10) necrotic damage on a failed save, or half as much damage on a successful one.

Bodak Devotee of Orcus

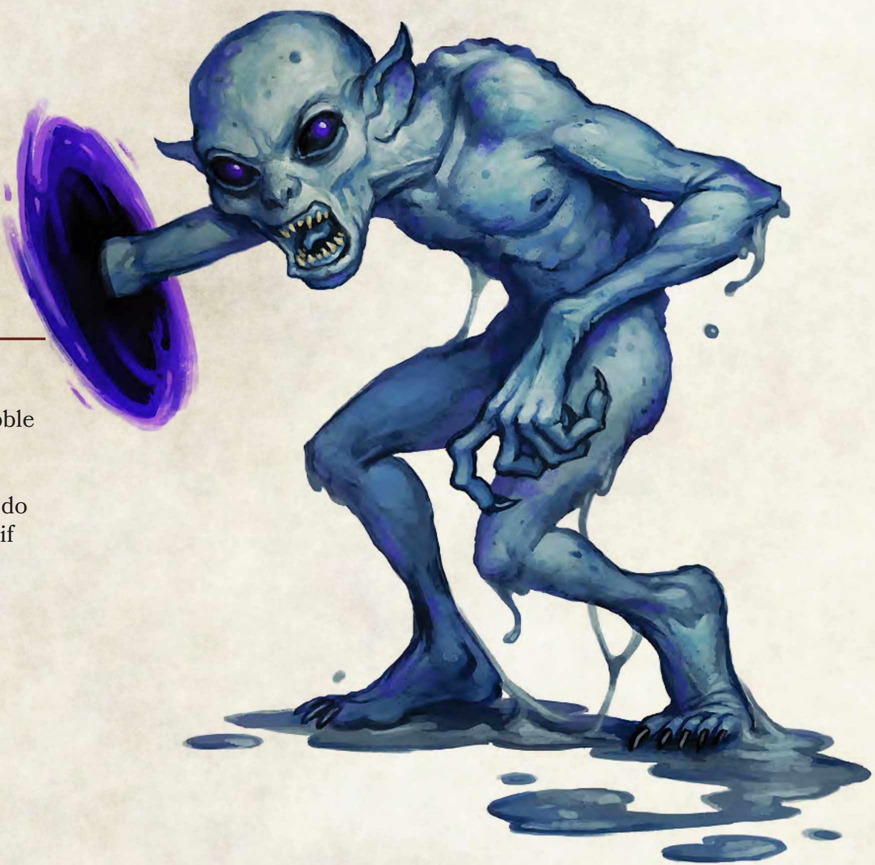
Devotees of Orcus were once high priests who sought the ultimate gift from Orcus - undeath. Only the most loyal and devout are able to become bodaks that still retain their divine abilities. Otherwise, they would simply turn into normal bodaks.

Agents of Orcus. The Devotees of Orcus serve at the behest of the Hierophants of Annihilation and their god, Orcus. Staying just behind the frontlines, devotees of Orcus utilize their vast array of divine spells to spread undeath within their enemies' ranks – and bolstering theirs – by turning the dead into bodaks.

Undead Nature. A bodak devotee of Orcus doesn't require air, food, drink, or sleep.



BOGGLE



BOGGLE TRICKSTER

Boggle tricksters are craftier, quicker and tend to be more annoying than their normal kin.

Arcane Tricksters. These boggles are canny rogues that dabble in enchantments and illusions which they use for distraction while it skips in and out of the darkness to steal from, frighten, and – inopportune moments – torment its victims. While they do not intentionally try to kill anyone, they can be very dangerous if backed in a corner, if that is at all possible.

Sneaky Infiltrators. When not engaging in pranks to amuse themselves, boggle tricksters are sometimes hired as spies by their fey masters to infiltrate strategic targets, such as a noble folk's keep, a church, or a wizard's tower where they can potentially encounter adventurers hired as guards.

BOGGLE TRICKSTER

Small fey, chaotic neutral

Armor Class 14
Hit Points 60 (11d6 + 22)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	14 (+2)	12 (+1)	12 (+1)	8 (-1)

Skills Perception +3, Sleight of Hand +8, Stealth +8
Damage Resistances fire
Senses darkvision 60 ft., passive Perception 13
Languages Sylvan
Challenge 3 (700 XP)

Boggle Oil. The boggle excretes nonflammable oil from its pores. The boggle chooses whether the oil is slippery or sticky and can change the oil on its skin from one consistency to another as a bonus action.

Slippery Oil: While coated in slippery oil, the boggle gains advantage on Dexterity (Acrobatics) checks made to escape bonds, squeeze through narrow spaces, and end grapples.

Sticky Oil: While coated in sticky oil, the boggle gains advantage on Strength (Athletics) checks made to grapple and any ability check made to maintain a hold on another creature, a surface, or an object. The boggle can also climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Cunning Action. On each of its turns, the boggle can use a bonus action to take the Dash, Disengage, or Hide action.

Dimensional Rift. As a bonus action, the boggle can create an invisible and immobile rift within an opening or frame it can see within 5 feet of it, provided that the space is no bigger than 10 feet on any side. The dimensional rift bridges the distance between that space and any point within 30 feet of it that the boggle can see or specify by distance and direction (such as "30 feet straight up"). While next to the rift, the boggle can see through it and is considered to be next to the destination as well, and anything the boggle puts through the rift (including a portion of its body) emerges at the destination. Only the boggle can use the rift, and it lasts until the end of the boggle's next turn.

Evasion. If the boggle is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the boggle instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/Turn). The boggle deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the boggle that isn't incapacitated and the boggle doesn't have disadvantage on the attack roll.

Spellcasting. The boggle is a 7th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 11). It has the following wizard spells prepared:

Cantrips: *infestation, mage hand, minor illusion*
1st level (4 slots): *disguise self, silent image, Tasha's hideous laughter*
2nd level (2 slots): *invisibility, phantasmal force*

Uncanny Smell. The boggle has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Oil Puddle. The boggle creates a puddle of oil that is either slippery or sticky (boggle's choice). The puddle is 1 inch deep and covers the ground in the boggle's space. The puddle is difficult terrain for all creatures except boggles and lasts for 1 hour.

If the oil is slippery, any creature that enters the puddle's area or starts its turn there must succeed on a DC 11 Dexterity saving throw or fall prone.

If the oil is sticky, any creature that enters the puddle's area or starts its turn there must succeed on a DC 11 Strength saving throw or be restrained. On its turn, a creature can use an action to try to extricate itself from the sticky puddle, ending the effect and moving into the nearest safe unoccupied space with a successful DC 11 Strength check.

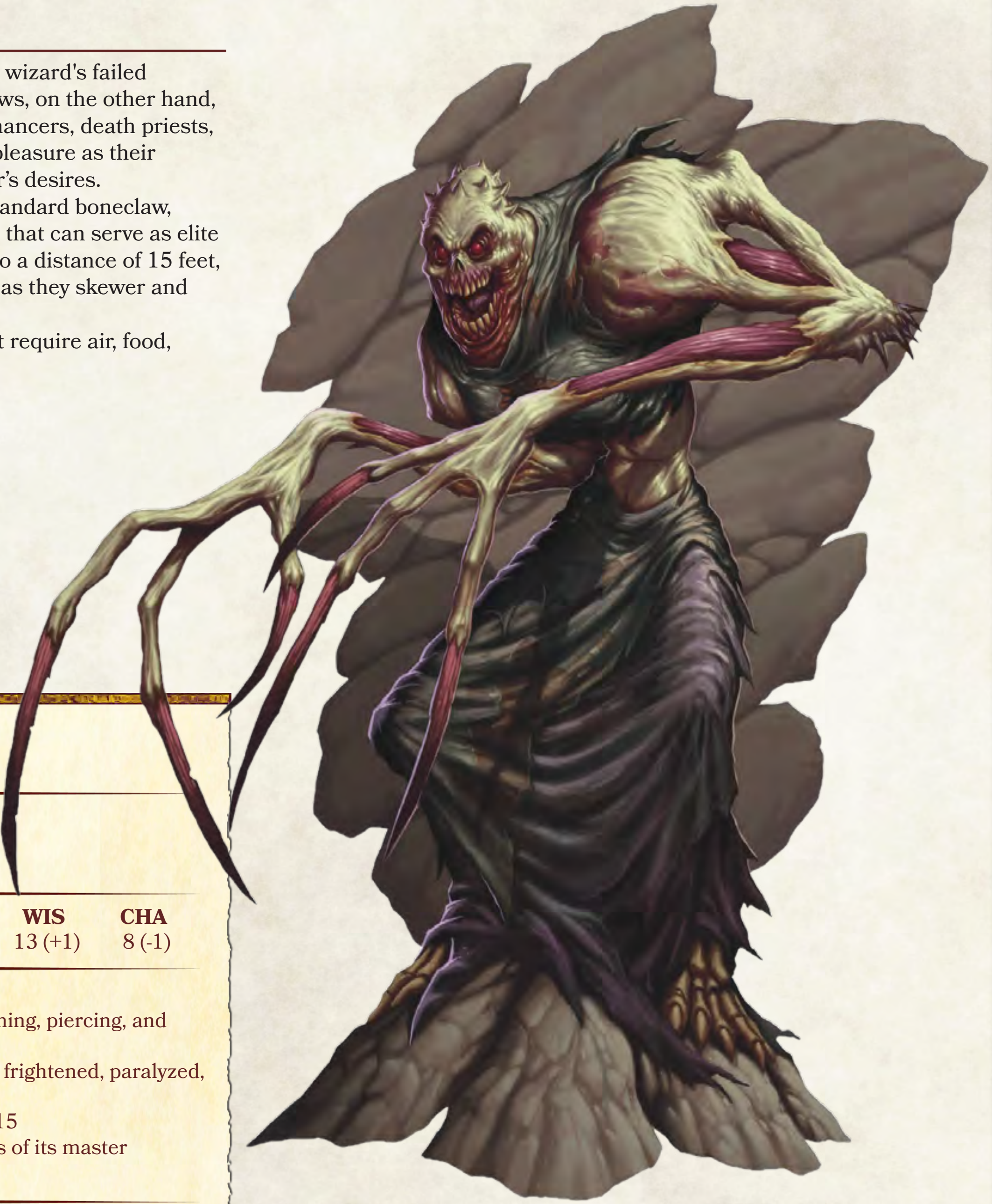
BONECLAW

LESSER BONECLAW

Boneclaws are accidentally spawned after a wizard's failed attempt in becoming a lich. Lesser boneclaws, on the other hand, are deliberately created by powerful necromancers, death priests, and shadow sorcerers and bears the same pleasure as their normal brethren when fulfilling their master's desires.

Cruel Sentinels. While weaker than the standard boneclaw, lesser boneclaws are still intelligent undead that can serve as elite guards. Their finger claws can still extend to a distance of 15 feet, their bony faces twisted in a macabre smile as they skewer and slice their victims apart with ease.

Undead Nature. A lesser boneclaw doesn't require air, food, drink, or sleep.



LESSER BONECLAW

Large undead, chaotic evil

Armor Class 15 (natural armor)
Hit Points 75 (10d10 + 20)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	15 (+2)	12 (+1)	13 (+1)	8 (-1)

Skills Perception +5, Stealth +7
Damage Resistances cold, necrotic; bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 15
Languages Cpmmon plus the main languages of its master
Challenge 6 (2,300 XP)

ACTIONS

Multiattack. The boneclaw makes two claw attacks.

Piercing Claw. Melee Weapon Attack: + 7 to hit, reach 15 ft., one target. Hit : 17 (3d8 + 4) piercing damage. If the target is a creature, the boneclaw can pull the target up to 10 feet toward itself, and the target is grappled (escape DC 14). The boneclaw has two claws. While a claw grapples a target, the claw can attack only that target.

REACTIONS

Deadly Reach. In response to a visible enemy moving into its reach, the boneclaw makes one claw attack against that enemy. If the attack hits, the boneclaw can make a second claw attack against the target.

BUGBEARS

BUGBEAR ASSASSIN

The bugbear assassin uses its uncanny combination of strength and agility to successfully carry out assassination missions. Brutishly strong and incredibly cunning, the bugbear assassin uses its multitude of specialized weapons to kill its targets. Its favored weapon is the garrote which it uses to strangle its targets to death. It would often decapitate its kills and offer the heads to its deities – Hruggek and Grankhul.

BUGBEAR ASSASSIN

Medium humanoid (goblinoid), chaotic evil

Armor Class 16 (studded leather)
Hit Points 97 (15d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	12 (+1)	11 (+0)	9 (-1)

Skills Acrobatics +10, Perception +3, Stealth +10, Survival +3
Senses darkvision 60 ft., passive Perception 13
Languages Common, Goblin
Challenge 7 (2,900 XP)

Assassinate. During its first turn, the bugbear has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the bugbear scores against a surprised creature is a critical hit.

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

Cunning Action. The bugbear can take the Dash, Disengage, or Hide action as a bonus action on each of its turns.

Evasion. If the bugbear is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the bugbear instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

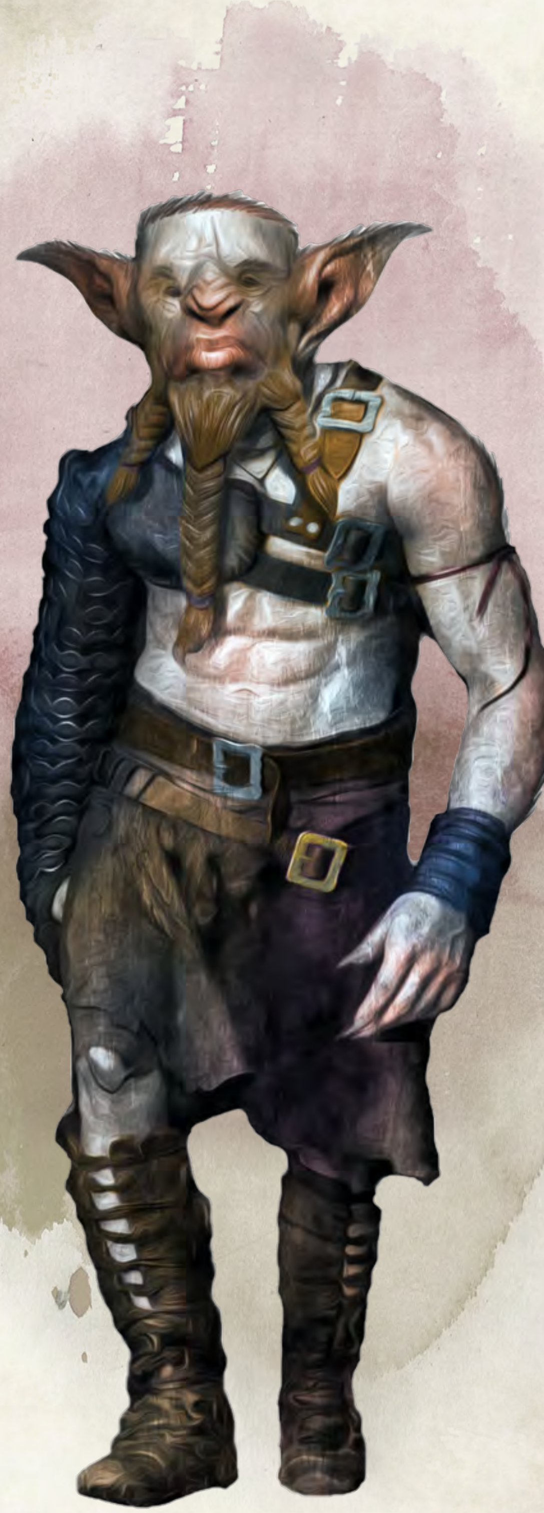
Sneak Attack (1/Turn). The bugbear deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the bugbear that isn't incapacitated and the bugbear doesn't have disadvantage on the attack roll.

ACTIONS

Scimitar. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Garrote. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one Medium or Small creature against which the bugbear has advantage on the attack roll. *Hit:* 9 (2d4 + 4) bludgeoning damage, and the target is grappled (escape DC 12). Until the grapple ends, the target can't breathe and takes 14 (4d4 + 4) bludgeoning damage at the start of each of the bugbear's turns. The bugbear can't make weapon attacks while grappling a creature in this way.

Javelin. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage in melee or 7 (1d6 + 4) piercing damage at range.



BUGBEAR HUNTMASTER

Medium humanoid (goblinoid), chaotic evil

Armor Class 17 (studded leather, shield)
Hit Points 84 (13d8 + 26)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	8 (-1)	14 (+2)	9 (-1)

Skills Perception +5, Stealth +9, Survival +5
Senses darkvision 60 ft., passive Perception 15
Languages Common, Goblin
Challenge 5 (1,800 XP)

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

Go for the Throat. As a bonus action, the bugbear targets one beast within 30 feet that can see and hear the bugbear. The beast can use its reaction to move up to half its speed and make one melee attack against a prone creature. If the beast hits, the hit is automatically a critical hit.

Innate Spellcasting. The bugbear's innate spellcasting ability is Wisdom. The bugbear can innately cast the following spells, without providing material components:

1/day each: *beast bond, beast sense, hunter's mark*

Slay Foe (1/Turn). The bugbear deals an extra 9 (2d8) damage with its weapon attack if it hits a creature that doesn't have all its hit points.

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

ACTIONS

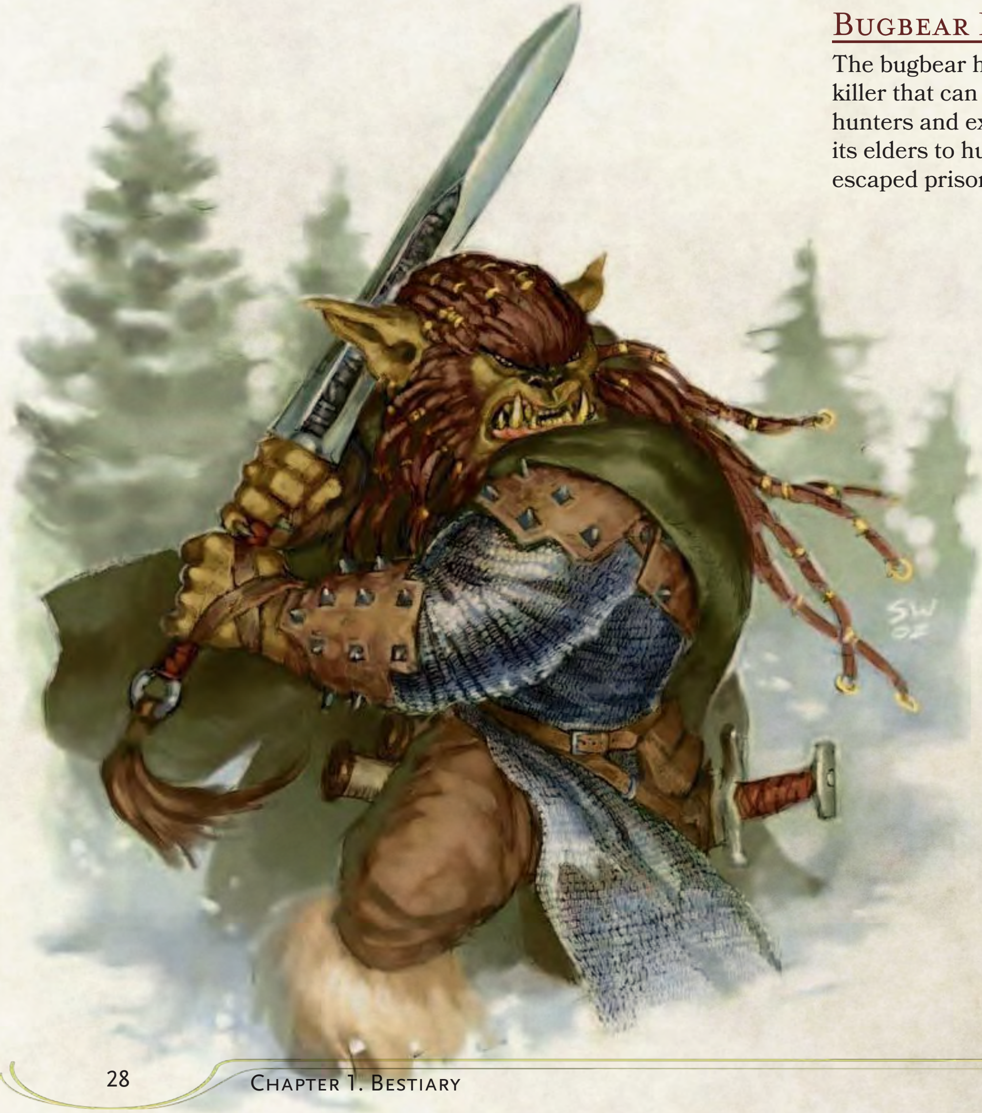
Multiattack. The bugbear makes two melee attacks or two ranged attacks.

Greatsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) slashing damage.

Hunting Bolas. *Ranged Weapon Attack:* +6 to hit, range 20/60 ft., one creature. *Hit:* 5 (1d3 + 3) bludgeoning damage and the target must succeed on a DC 14 Strength saving throw or be restrained and knocked prone. As an action, the restrained creature can make a DC 14 Strength check, escaping on a success. The effect ends if the hunting bolas is destroyed. The hunting bolas has AC 10, 5 hit points, resistance to bludgeoning damage, and immunity to poison and psychic damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage.

Summon Beasts (Recharges after a Short or Long Rest). The bugbear summons 2d6 giant rats, 1d4 wolves, or 1d2 worgs. The beasts appear in unoccupied spaces within 30 feet of the bugbear and acts as its allies. The beasts act right after the bugbear on the same initiative count and fight until they're destroyed. They disappear when the bugbear dies.



BUGBEAR HUNTMASTER

The bugbear huntmaster is a formidable ranger and coldblooded killer that can command a pack of vicious beasts. Highly efficient hunters and excellent hunters, a huntmaster is often sent by its elders to hunt down a rampaging monster, enemy scouts, or escaped prisoners.

Bugbear King

The bugbear king claims its name for being the strongest and most cunning of all the bugbears in its tribe. The penultimate warlord, it leads its kin in combat while brandishing its great morningstar. The bugbear king displays its strength and guile through its headstrong stubbornness to be conquered by its foes, and strategically commands its feverishly loyal subjects towards victory and plunder – all for the glory if its deities.

Bugbear King

Medium humanoid (goblinoid), chaotic evil

Armor Class 17 (half plate)
Hit Points 161 (19d8 + 76)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	18 (+4)	11 (+0)	16 (+3)	13 (+1)

Saving Throws Str +10, Dex +6, Con +8
Skills Athletics +10, Intimidation +5, Stealth +10, Survival +7
Senses darkvision 60 ft., passive Perception 13
Languages Common, Goblinoid
Challenge 10 (5,900 XP)

Aura of Fervor. An ally that is within 30 feet of the bugbear and can see and hear the bugbear has advantage to saving throws against being charmed and frightened, and all attack rolls against enemies within 30 feet of the bugbear, provided that the bugbear isn't incapacitated.

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Actions

Multiattack. The bugbear makes two attacks with its great morningstar or javelin.

Great Morningstar. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (2d12 + 6) bludgeoning damage. If the target is a creature and the attack roll against the target succeeds by 5 or more, the target must succeed on a DC 18 Constitution saving throw or be stunned until the end of its next turn.

Javelin. *Melee or Ranged Weapon Attack:* +10 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage in melee or 9 (1d6 + 6) piercing damage at range.

Legendary Actions

The bugbear can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The bugbear regains spent legendary actions at the start of its turn.

Move. The bugbear moves up to half its speed.

Strategic Command. The bugbear targets one ally it can see within 30 feet of it. If the target can see and hear the bugbear, the target can use its reaction to make one weapon attack or take the Dash, Dodge, or Hide action.

Great Morningstar (Costs 2 Actions). The bugbear makes a great morningstar attack.

Bugbear Beast Shaman

The bugbear beast shaman wears a grizzly bear cloak and is armed with meticulously crafted bear claws as fist weapons. The beast shaman is a potent druid that can cast spells and attack with its claws on the same turn. As if it wasn't already strong enough as a bugbear spellcaster, the beast shaman is also a deadly shapeshifter. It can take the form of a giant wolverine, saber-tooth tiger, or worg alpha in an instant before charging into the fray.

Bugbear Beast Shaman

Medium humanoid (goblinoid), chaotic evil

Armor Class 14 (hide armor)
Hit Points 71 (11d8 + 22)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	10 (+1)	17 (+3)	10 (+0)

Skills Perception +5, Stealth +6, Survival +5
Senses darkvision 60 ft., passive Perception 16
Languages Common, Goblin
Challenge 4 (1,100 XP)

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

Change Shape (Recharges after a Short or Long Rest). As a bonus action, the bugbear can magically polymorph into a giant wolverine, sabre-tooth tiger, or worg alpha, remaining in that form for up to 1 hour. It can revert to its true form as a bonus action. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Spellcasting. The bugbear is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft, poison spray, thorn whip*
1st level (4 slots): *charm person, entangle, healing word*
2nd level (3 slots): *heat metal, hold person, spike growth*
3rd level (3 slots): *conjure animals (wolves), erupting earth, stinking cloud*
4th level (1 slot): *charm monster*

Nature's Fury. When the bugbear casts a druid spell, it can make one bear claw attack as a bonus action.

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Actions

Multiattack. The bugbear makes two bear claw attacks.

Bear Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.

BUNYIP

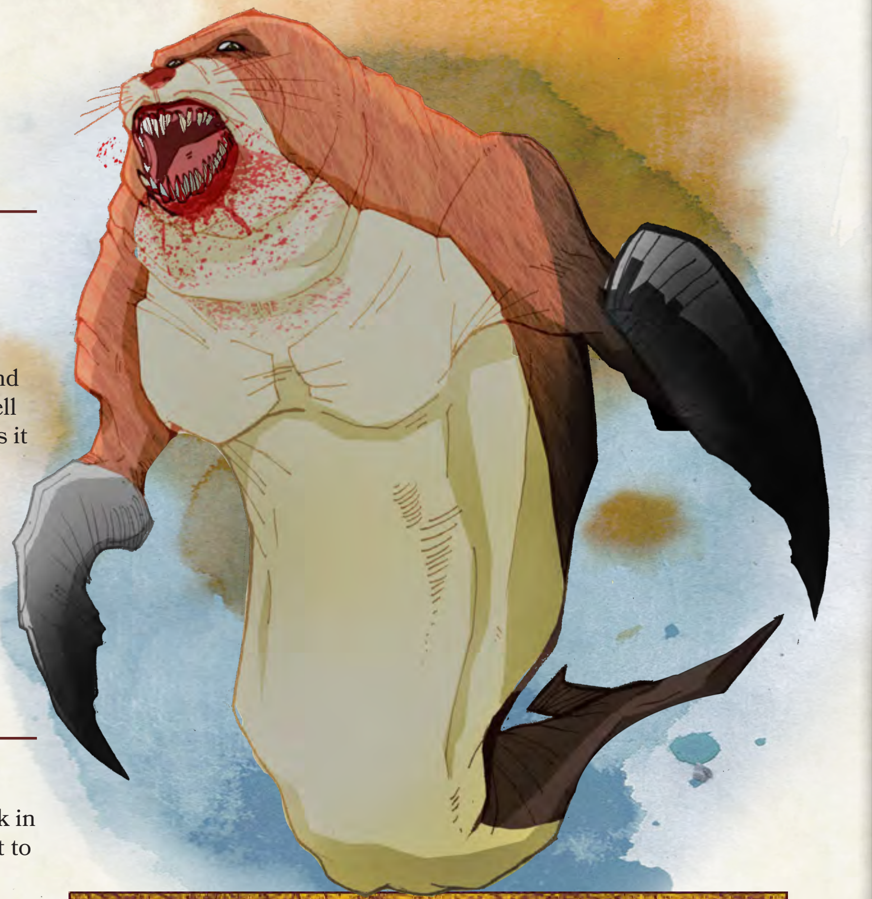
BUNYIP

Looking like a cross between a shark and a leopard seal, the bunyip is a curious specimen of nature. Covered in a seal's matted fur, but with the fins, tail, and serrated teeth of a shark, the bunyip is an aquatic predator that can be found in shallow bodies of freshwater and near sea caves. It generally keeps to itself, heading out in the open only to forage for edible plants and hunt for prey. It is normally solitary, using its keen sense of smell to avoid encounters with other creatures and humanoids unless it can ambush them.

Frenzied Killer. What makes a bunyip dangerous is when it smells blood in the water, which sends it in a savage frenzy. A bite from a bunyip can become a life and death struggle for its victim. The bunyip drags its prey underwater and proceeds to thrash its head sideways, tearing and shredding its victim senseless.

DIRE BUNYIP

The extremely rare gigantic bunyip lives in isolation and is the alpha of its kind. A very hungry dire bunyip has been known to attack small ships or boats docked near shallow waters or stuck in polar ice, slamming into and attempting to overturn them to get to its crew and cargo.



BUNYIP

Large monstrosity, unaligned

Armor Class 14 (natural armor)
Hit Points 42 (5d10 + 15)
Speed 20 ft., Swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	4 (-3)	12 (+1)	7 (-2)

Skills Perception +3
Senses blindsight 60 ft., passive Perception 13
Languages —
Challenge 2 (450 XP)

Amphibious. The bunyip can breath air and water.

Blood Frenzy. The bunyip has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Keen Smell. The bunyip has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) piercing damage and if the target is Large or smaller, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the bunyip can't use its bite on another target.

Worry. A creature the bunyip is grappling must make a DC 14 Constitution saving throw. On a failed save, the creature takes 13 (2d8 + 4) slashing damage and is stunned until the end of the bunyip's next turn. On a successful save, the creature takes half as much damage and isn't stunned.

DIRE BUNYIP

Huge monstrosity, unaligned

Armor Class 15 (natural armor)
Hit Points 115 (10d12 + 50)
Speed 20 ft., Swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	21 (+5)	4 (-3)	14 (+2)	7 (-2)

Skills Perception +5
Senses blindsight 60 ft., passive Perception 15
Languages —
Challenge 6 (2,300 XP)

Amphibious. The bunyip can breath air and water.

Blood Frenzy. The bunyip has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Keen Smell. The bunyip has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

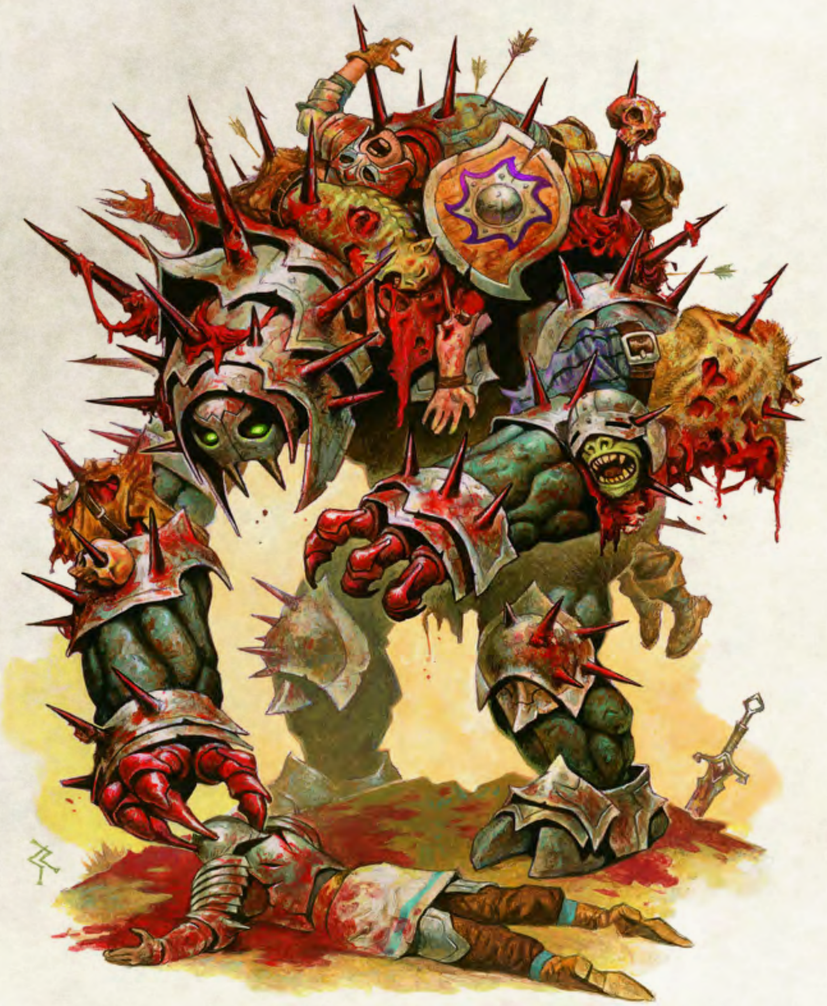
Multiattack. The bunyip makes two attacks: one with its bite one with its tail. It can't make both attacks against the same target.

Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 19 (3d8 + 6) piercing damage and if the target is Large or smaller, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the bunyip can't use its bite on another target.

Tail. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage.

Worry. A creature the bunyip is grappling must make a DC 17 Constitution saving throw. On a failed save, the creature takes 19 (3d8 + 6) slashing damage and is stunned until the end of the bunyip's next turn. On a successful save, the creature takes half as much damage and isn't stunned.

CADAVER COLLECTOR



GREATER CADAVER COLLECTOR

The greater cadaver collector is an ancient juggernaut of war. Only a few were made due to its exorbitant costs and difficulty to create, but they were probably worth the trouble as they still exist, roaming the ancient battlefields of the Lower Planes for eons. Both demons and devils give them a wide berth, lest they get added on to the mighty construct's grisly collection.

War Machine. In battle, the greater cadaver collector can summon multiple specters for aid as it uses its massive iron fists to bludgeon opponents into mush. Creatures unable to resist its paralyzing breath are crushed and trampled by its massive stomps. Those unfortunate enough to get captured suffer a worse fate: getting impaled on the construct's armor spikes and left there to suffer and slowly die as they bleed out.

GREATER CADAVER COLLECTOR

Huge construct, lawful evil

Armor Class 18 (natural armor)
Hit Points 300 (24d12 + 144)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	14 (+2)	22 (+6)	6 (-3)	12 (+1)	9 (-1)

Damage Immunities necrotic, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine weapons
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages understands all languages but can' t speak
Challenge 19 (22,000 XP)

Magic Resistance. The cadaver collector has advantage on saving throws against spells and other magical effects.

Summon Specters (Recharges after a Short or Long Rest). As a bonus action, the cadaver collector calls up the enslaved spirits of those it has slain; 2d6 specters (without Sunlight Sensitivity) arise in unoccupied spaces within 15 feet of the cadaver collector. The specters act right after the cadaver collector on the same initiative count and fight until they're destroyed. They disappear when the cadaver collector is destroyed.

ACTIONS

Multiattack. The cadaver collector makes two slam attacks. If the cadaver collector is grappling a creature, the cadaver collector can also use Impale once.

Slam. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 25 (4d8 + 7) bludgeoning damage plus 16 (3d10) necrotic damage and the target is grappled (escape DC 17) if it is a Large or smaller creature. Until this grapple ends, the target is restrained, and the cadaver collector can't use its one of its slam attacks on another target.

Impale. The cadaver collector attempts to impale a creature it has grappled. The creature must succeed on a DC 21 Strength saving throw or take 16 (2d8 + 7) piercing damage and 9 (2d8) necrotic damage and be restrained (escape DC 17). While restrained, the target takes 9 (2d8) piercing damage and 9 (2d8) necrotic damage at the start of each of its turns. The cadaver collector can impale up to 8 Medium creatures, 1 Large and 6 Medium creatures, 2 Large and 4 Medium creatures, 3 Large and 2 Medium creatures, or 4 Large creatures.

Crushing Stride.The cadaver collector moves up to its speed in a straight line. During this move, it can enter Large or smaller creatures' spaces. A creature whose space the cadaver collector enters must succeed on a DC 21 Dexterity saving throw. On a successful save, the creature is pushed 5 feet to the nearest space out of the cadaver collector's path. On a failed save, the creature falls prone and takes 25 (4d8 + 7) bludgeoning damage and 16 (3d10) necrotic damage. If the cadaver collector remains in the prone creature's space, the creature is also restrained until it's no longer in the same space as the cadaver collector. While restrained in this way, the creature, or another creature within 5 feet of it, can make a DC 21 Strength check. On a success, the creature is shunted to an unoccupied space of its choice within 5 feet of the cadaver collector and is no longer restrained.

Paralyzing Breath (Recharge 5-6). The cadaver collector releases paralyzing gas in a 30-foot cone. Each creature in that area must make a successful DC 20 Constitution saving throw or be paralyzed for 1 minute. A paralyzed creature repeats the saving throw at the end of each of its turns, ending the effect on itself with a success.

CATOBLEPAS

CATOBLEPAS CALF

Normally docile, a catoblepas calf will usually stay within its marshy domain and live contentedly in its own mire. But if intruders – often lost adventurers – approach, it will use its tail to keep its opponents at bay. While young, its death ray can still prove to be a deadly threat to naïve adventurers.   Adventurers beware though, its overprotective mother may not be not too far away.

MONSTROUS CATOBLEPAS

Adventurers will feel there's something terribly wrong when they've wandered a swamp for miles and have not encountered any sign of life. When a catoblepas, which has no known natural enemies, is left alone for decades of consuming carrion, it can grow to an immense size and wipe out all manner of beasts and humanoid within miles of its natural habitat.

CATOBLEPAS CALF

Medium monstrosity, unaligned

Armor Class 12 (natural armor)
Hit Points 30 (4d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	16 (+3)	3 (-4)	12 (+1)	8 (-1)

Senses darkvision 60 ft., passive Perception 11
Languages ––
Challenge 2 (450 XP)

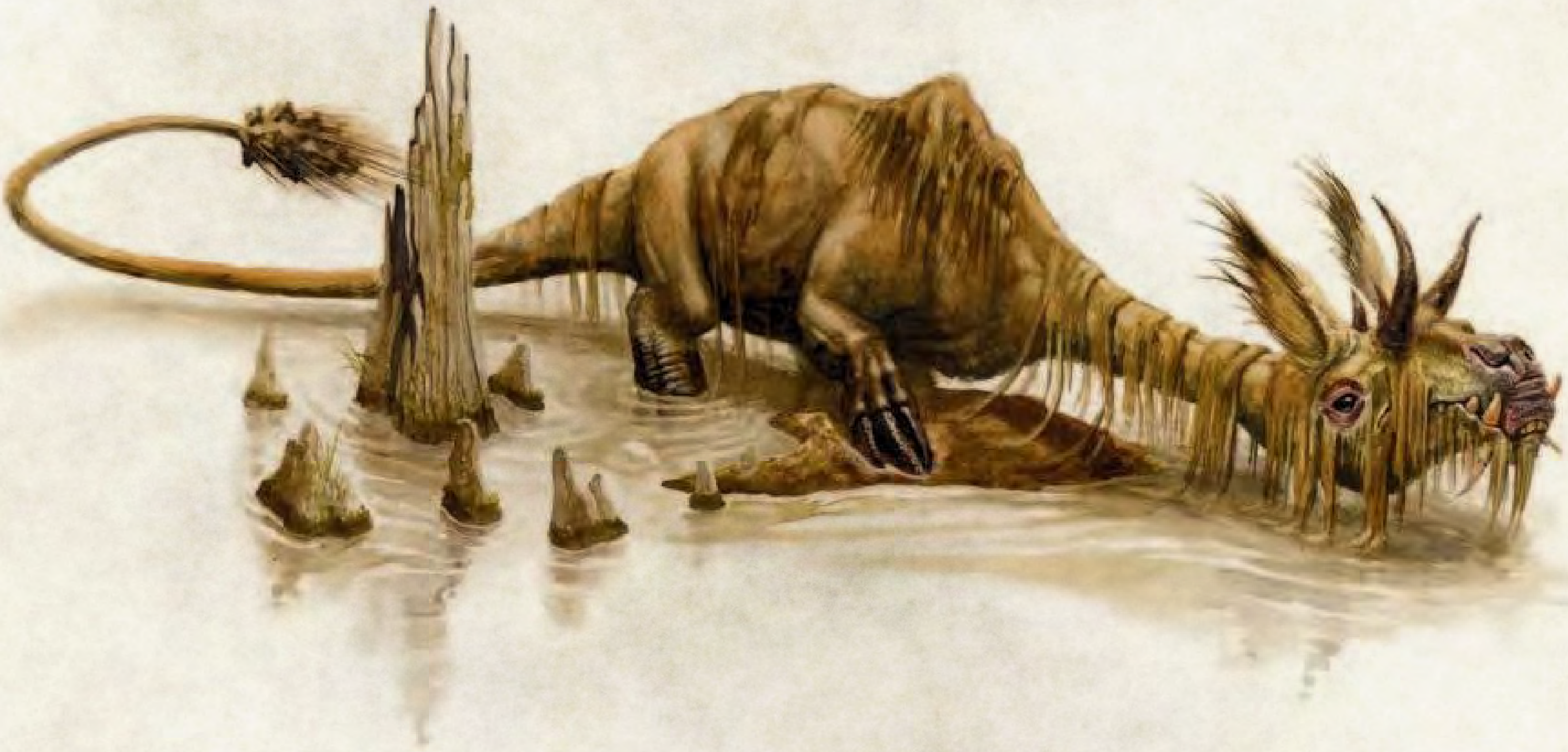
Keen Smell. The catoblepas has advantage on Wisdom (Perception) checks that rely on smell.

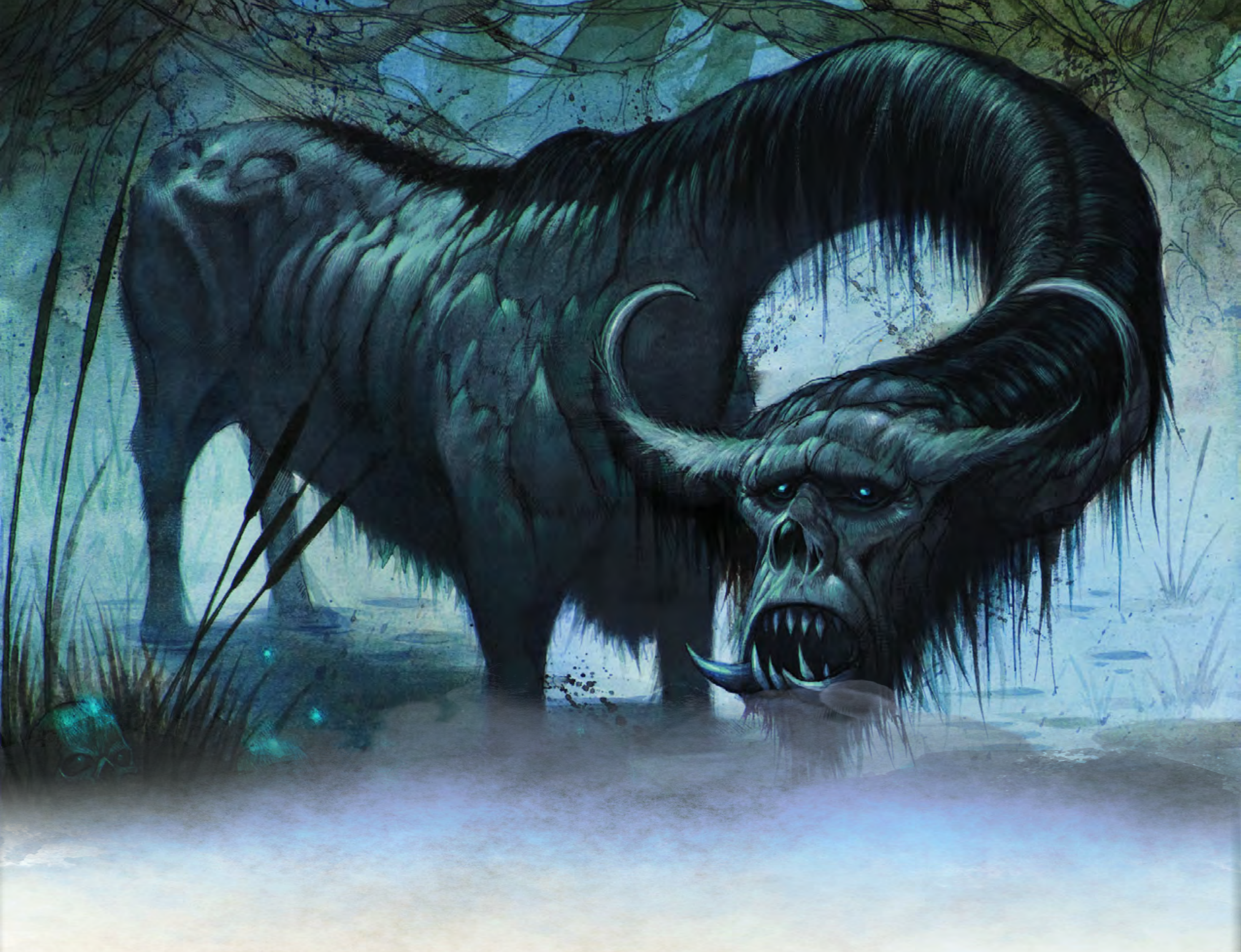
Stench. Any creature other than a catoblepas that starts its turn within 10 feet of the catoblepas must succeed on a DC 12 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the stench of any catoblepas for 1 hour.

ACTIONS

Tail. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage, and the target must succeed on a DC 12 Constitution saving throw or be stunned until the start of the catoblepas's next turn.

Death Ray (Recharge 5-6). The catoblepas targets a creature that it can see within 30 feet of it. The target must make a DC 13 Constitution saving throw, taking 18 (4d8) necrotic damage on a failed save, or half as much damage on a successful one. If the saving throw fails by 5 or more, the target instead takes 32 necrotic damage. The target dies if reduced to 0 hit points by this ray.





MONSTROUS CATOBLEPAS

Huge monstrosity, unaligned

Armor Class 16 (natural armor)
Hit Points 162 (12d12 + 84)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	25 (+7)	3 (-4)	16 (+3)	8 (-1)

Senses darkvision 60 ft., passive Perception 13
Languages ––
Challenge 10 (5,900 XP)

Keen Smell. The catoblepas has advantage on Wisdom (Perception) checks that rely on smell.

Stench. Any creature other than a catoblepas that starts its turn within 15 feet of the catoblepas must succeed on a DC 19 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the stench of any catoblepas for 1 hour.

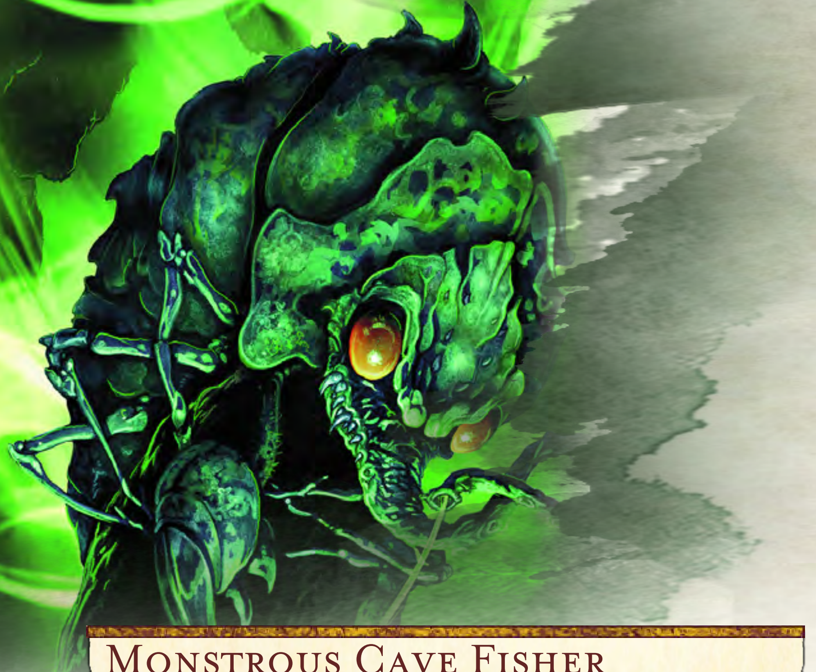
ACTIONS

Multiattack. The catoblepas makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage. If the target is a creature, it must succeed on a DC 19 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure . The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

Tail. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 34 (8d6 + 6) bludgeoning damage, and the target must succeed on a DC 18 Constitution saving throw or be stunned until the start of the catoblepas's next turn.

Death Ray (Recharge 5-6). The catoblepas targets a creature that it can see within 30 feet of it. The target must make a DC 19 Constitution saving throw, taking 54 (12d8) necrotic damage on a failed save, or half as much damage on a successful one. If the saving throw fails by 5 or more, the target instead takes 96 necrotic damage. The target dies if reduced to 0 hit points by this ray.



Cave Fishers

Giant Cave Fisher

The giant cave fisher is nearly twice the size of its more common kin, reaching lengths of 12 feet. This monstrosity is capable of reeling in prey as large as a hook horror.

Monstrous Cave Fisher

Extremely rare and can only be found in the deepest reaches of the Underdark where there are vast wide caverns, the monstrous cave fisher reaches lengths of about 25 feet. This fearsome predator normally hunts umber hulks and similarly large prey.

Monstrous Cave Fisher

Huge monstrosity, unaligned

Armor Class 18 (natural armor)
Hit Points 157 (15d12 + 60)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	13 (+1)	18 (+4)	3 (-4)	14 (+2)	3 (-4)

Skills Perception +6, Stealth +9
Senses blindsight 60 ft., passive Perception 16
Languages —
Challenge 11 (7,200 XP)

Adhesive Filament. The cave fisher can use its action to extend a sticky filament up to 120 feet, and the filament adheres to anything that touches it. A creature adhered to the filament is grappled by the cave fisher (escape DC 17), and ability checks made to escape this grapple have disadvantage. A creature that starts its turn adhered to the filament takes 11 (2d10) acid damage.

The filament can be attacked (AC 15; 20 hit points; immunity to poison and psychic damage), but a weapon that fails to sever it becomes stuck to it, requiring an action and a successful DC 15 Strength check to pull free. Destroying the filament deals no damage to the cave fisher, which can extrude a replacement filament on its next turn.

Flammable Blood. If the cave fisher drops to half its hit points or fewer, it gains vulnerability to fire damage.

Spider Climb. The cave fisher can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The cave fisher makes three attacks: two with its claws. and one with its bite.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) piercing damage plus 11 (2d10) acid damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 21 (4d6 + 7) slashing damage.

Filament. All creatures grappled by the cave fisher's adhesive filament must make a DC 17 Strength saving throw, provided that the target weighs 200 pounds or less. On a failure, the target is pulled into an unoccupied space within 5 feet of the cave fisher, and the cave fisher makes a claw attack against it as a bonus action. Until the grapple ends on the targets, the cave fisher can't extrude another filament.

Giant Cave Fisher

Large monstrosity, unaligned

Armor Class 17 (natural armor)
Hit Points 102 (12d10 + 36)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	16 (+3)	3 (-4)	12 (+1)	3 (-4)

Skills Perception +4, Stealth +7
Senses blindsight 60 ft., passive Perception 14
Languages —
Challenge 6 (2,300 XP)

Adhesive Filament. The cave fisher can use its action to extend a sticky filament up to 90 feet, and the filament adheres to anything that touches it. A creature adhered to the filament is grappled by the cave fisher (escape DC 15), and ability checks made to escape this grapple have disadvantage. A creature that starts its turn adhered to the filament takes 5 (1d10) acid damage.

The filament can be attacked (AC 15; 10 hit points; immunity to poison and psychic damage), but a weapon that fails to sever it becomes stuck to it, requiring an action and a successful DC 15 Strength check to pull free. Destroying the filament deals no damage to the cave fisher, which can extrude a replacement filament on its next turn.

Flammable Blood. If the cave fisher drops to half its hit points or fewer, it gains vulnerability to fire damage.

Spider Climb. The cave fisher can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The cave fisher makes two attacks with its claws.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage.

Filament. Up to two creatures grappled by the cave fisher's adhesive filament must make a DC 15 Strength saving throw, provided that the target weighs 200 pounds or less. On a failure, the target is pulled into an unoccupied space within 5 feet of the cave fisher, and the cave fisher makes a claw attack against it as a bonus action. Up to two targets can be reeled up by the cave fisher and anyone else that were attached to the filament are released. Until the grapple ends on the targets, the cave fisher can't extrude another filament.

CHITINES

CHITINE SKULKER

Often serving as scouts for its patrols, the deadly skulkers have the ability to stay completely hidden in the darkness, making it perfect for ambushing unwary prey that may have stumbled within its reach.

CHITINE WARRIOR

The strongest of their tribe, chitine warriors are chosen from the victors of brutal tribal competitions. Unlike normal chitine that prefer to ambush their foes, chitine warriors willingly charge into the battle.

CHITINE SKULKER

Small monstrosity, chaotic evil

Armor Class 15 (leather armor)
Hit Points 36 (8d6 + 8)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	12 (+1)	10 (+0)	12 (+1)	7 (-2)

Skills Acrobatics +6, Athletics +4, Stealth +8
Senses darkvision 60 ft., passive Perception 11
Languages Undercommon
Challenge 2 (450 XP)

Ambusher. The chitine has advantage on attack rolls against any creature it has surprised.

Fey Ancestry. The chitine has advantage on saving throws against being charmed, and magic can't put the chitine to sleep.

Stealthy. On each of its turns, the chitine can use a bonus action to take the Hide action.

Sunlight Sensitivity. While in sunlight, the chitine has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Web Sense. While in contact with a web, the chitine knows the exact location of any creature in contact with the same web.

Web Walker. The chitine ignores movement restrictions caused by webbing.

Sneak Attack (1/Turn). The chitine deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the chitine that isn't incapacitated and the chitine doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The chitine makes three attacks with its daggers.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

CHITINE WARRIOR

Small monstrosity, chaotic evil

Armor Class 16 (hide armor, shield)
Hit Points 33 (6d6 + 12)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	10 (+0)	10 (+0)	7 (-2)

Skills Athletics +5, Stealth +4
Senses darkvision 60 ft., passive Perception 10
Languages Undercommon
Challenge 1 (200 XP)

Fey Ancestry. The chitine has advantage on saving throws against being charmed, and magic can't put the chitine to sleep.

Sunlight Sensitivity. While in sunlight, the chitine has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

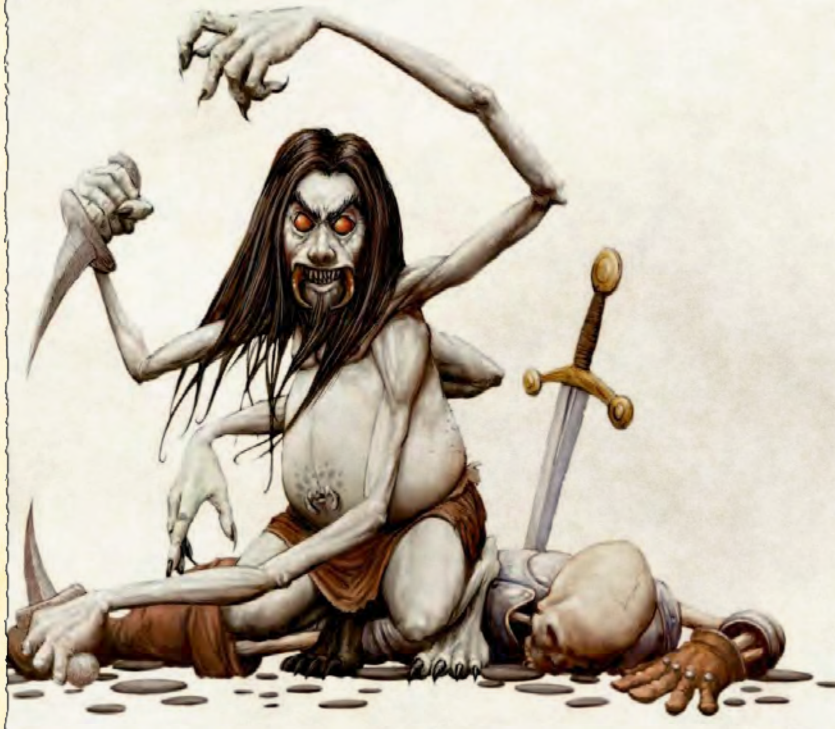
Web Sense. While in contact with a web, the chitine knows the exact location of any creature in contact with the same web.

Web Walker. The chitine ignores movement restrictions caused by webbing.

ACTIONS

Multiattack. The chitine makes three attacks with its shortswords.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.



Choldrith Priestess

The choldrith priestess is a devout follower of Lolth and serves at the behest of the choldrith queen. It takes charge of managing the training of potential young chitine priestesses and facilitating brutal contests for selecting potential chitine warriors. A choldrith priestess will sometimes accompany and lead a chitine hunting party.

Choldrith Priestess

Medium monstrosity, chaotic evil

Armor Class 15 (studded leather armor)
Hit Points 110 (17d8 + 34)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	12 (+1)	16 (+3)	12 (+1)

Skills Athletics +7, Religion +4, Stealth +6
Senses darkvision 60 ft., passive Perception 13
Languages Undercommon
Challenge 5 (1,800 XP)

Fey Ancestry. The choldrith has advantage on saving throws against being charmed, and magic can't put the choldrith to sleep.

Spellcasting. The choldrith is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *message, poison spray, thaumaturgy*
1st level (4 slots): *bane, cure wounds, inflict wounds*
2nd level (3 slots): *blindness/deafness, silence, spiritual weapon*
3rd level (3 slots): *bestow curse, dispel magic, glyph of warding*
4th level (3 slots): *banishment, divination, freedom of movement*
5th level (1 slot): *contagion, insect plague*

Spider Climb. The choldrith can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Sunlight Sensitivity. While in sunlight, the choldrith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Web Sense. While in contact with a web, the choldrith knows the exact location of any creature in contact with the same web.

Web Walker. The choldrith ignores movement restrictions caused by webbing.

Actions

Multiattack. The choldrith makes two attacks with its dagger.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 10 (3d6) poison damage.

Web (Recharge 5-6). *Ranged Weapon Attack:* +6 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 13 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Choldrith Queen

The choldrith queen is the supreme leader of its chitine colony. An extremely powerful priestess and capable warrior, the queen is seen by her kin as an emissary of Lolth and would willingly sacrifice themselves if she commands it.

Choldrith Queen

Large monstrosity, chaotic evil

Armor Class 15 (studded leather armor)
Hit Points 190 (20d10 + 80)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	18 (+4)	13 (+1)	18 (+4)	14 (+2)

Skills Athletics +11, Religion +5, Stealth +7
Senses darkvision 60 ft., passive Perception 14
Languages Undercommon
Challenge 9 (5,000 XP)

Battle Command. As a bonus action, the choldrith targets one ally it can see within 30 feet of it. If the target can see or hear the choldrith, the target can use its reaction to make one melee attack or to take the Dodge or Hide action.

Fey Ancestry. The choldrith has advantage on saving throws against being charmed, and magic can't put the choldrith to sleep.

Spellcasting. The choldrith is a 12th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *guidance, message, poison spray, thaumaturgy*
1st level (4 slots): *bane, cure wounds, inflict wounds*
2nd level (3 slots): *blindness/deafness, silence, spiritual weapon*
3rd level (3 slots): *bestow curse, dispel magic, glyph of warding*
4th level (3 slots): *banishment, divination, freedom of movement*
5th level (2 slots): *contagion, insect plague, mass cure wounds*
6th level (1 slot): *harm, true seeing*

Spider Climb. The choldrith can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Sunlight Sensitivity. While in sunlight, the choldrith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Web Sense. While in contact with a web, the choldrith knows the exact location of any creature in contact with the same web.

Web Walker. The choldrith ignores movement restrictions caused by webbing.

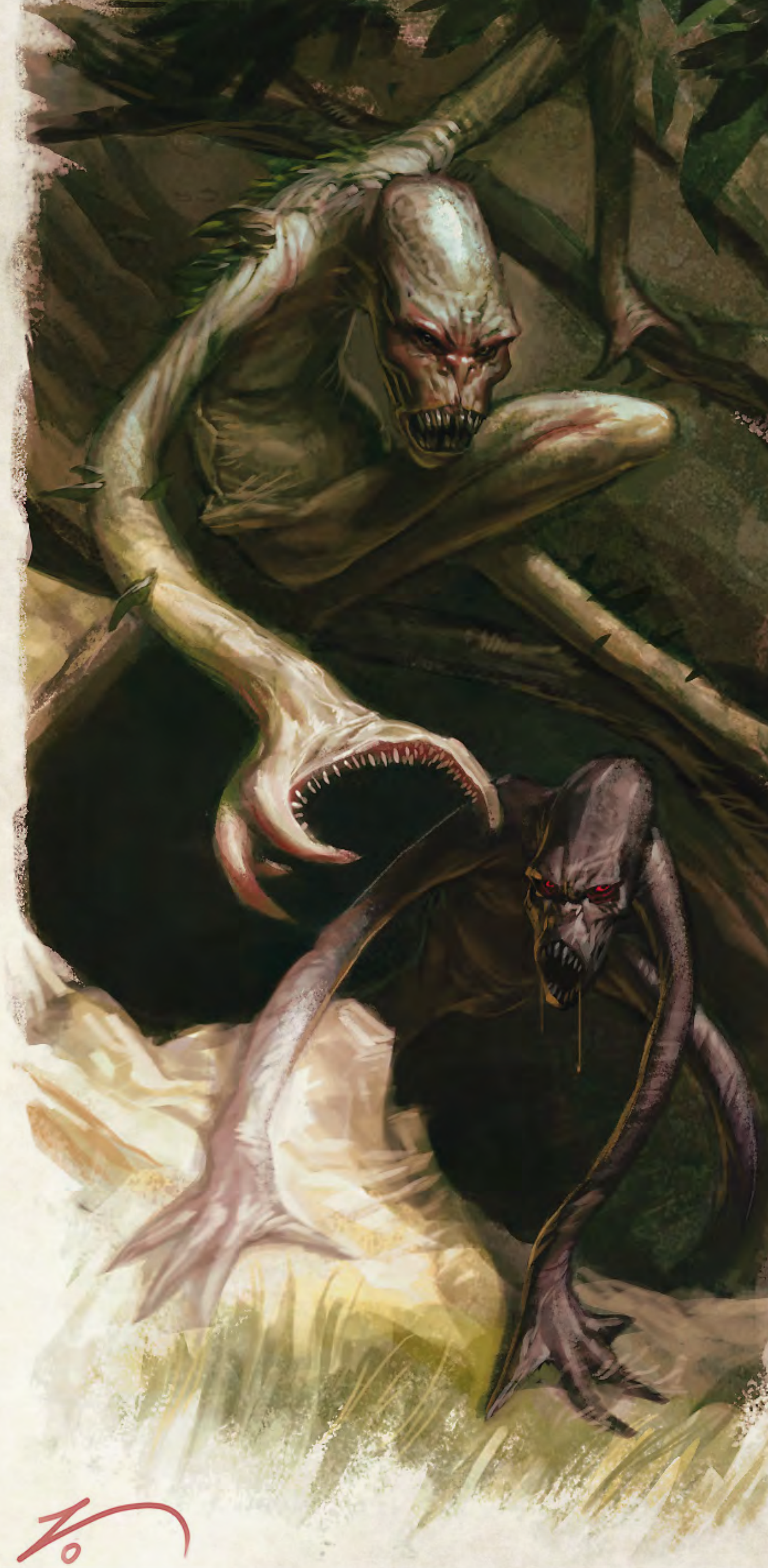
Actions

Multiattack. The choldrith makes two attacks with its dagger.

Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage plus 10 (3d6) poison damage.

Web (Recharge 5-6). *Ranged Weapon Attack:* +7 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 16 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

CHOKER



CHOKER CAVESTALKER

As its name would suggest, the choker cavestalker has mastered moving unnoticed in cavernous terrain. It uses its knowledge of its surroundings to find the perfect ambush spots where it can lie in wait and pick off a lone passerby, such as the rear guard of an adventuring party, without it getting noticed.

CHOKER CAVESTALKER

Small aberration, chaotic evil

Armor Class 16 (natural armor)
Hit Points 33 (6d6 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	5 (-3)	14 (+2)	7 (-2)

Skills Stealth +7
Senses darkvision 60 ft., passive Perception 12
Languages Deep Speech
Challenge 2 (450 XP)

Aberrant Quickness (Recharges after a Short or Long Rest). The choker can take an extra action on its turn.

Boneless. The choker can move through and occupy a space as narrow as 4 inches wide without squeezing.

Cave Strider. Moving through nonmagical difficult cavern or underground terrain doesn't cost the choker extra movement.

Spider Climb. The choker can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Stealthy. On each of its turns, the choker can use a bonus action to take the Hide action.

Slay Foe (1/Turn). The choker deals an extra 9 (2d8) damage with its weapon attack if it hits a creature that doesn't have all its hit points.

ACTIONS

Multiattack. The choker makes two tentacle attacks.

Tentacle. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage plus 3 (1d6) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the choker can't use this tentacle on another target. The choker has two tentacles. If this attack is a critical hit, the target also can't breathe or speak until the grapple ends.

CLOCKWORKS

ARCANE BALLISTA

A true testament to an artificer's ingenuity, the arcane ballista is a mighty siege weapon created to deal with different threats. Normally found protecting dwarven or gnomish battlements, some continue to guard fallen fortresses or ruins, unable to distinguish friend or foe.

ARCANE BALLISTA

Large construct, unaligned

Armor Class 17 (natural armor)
Hit Points 133 (14d10 + 56)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	19 (+4)	3 (-4)	10 (+0)	1 (-5)

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands one language of its creator but can't speak
Challenge 11 (7,200 XP)

Magic Resistance. The arcane ballista has advantage on saving throws against spells and other magical effects.

Magic Weapons. The arcane ballista's weapon attacks are magical.

Siege Monster. The arcane ballista deals double damage to objects and structures.

Arcane Shot (3/Day). As a bonus action, when the arcane ballista hits a target with a ranged weapon attack, it can choose one from the following three effects:

1. *Bursting Bolt.* The target and all other creatures within 15 feet of it take an extra 10 (3d6) force damage each and must succeed on a DC 16 Strength saving throw or be knocked prone.
2. *Flaming Bolt.* The target takes an extra 11 (2d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.
3. *Thunder Bolt.* If the target is a creature, it takes an extra 10 (3d6) thunder damage and the creature must succeed on a DC 16 Constitution saving throw or be stunned until the start of the arcane ballista's next turn.

ACTIONS

Multiattack. The arcane ballista makes two arcane bolt attacks.

Arcane Bolt. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 100/400 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage.

Lightning Bolt (1/Day). The arcane ballista shoots a line of lightning that is 120 feet long and 5 feet wide. Each creature in that line must succeed on a DC 16 Dexterity saving throw, taking 54 (12d8) lightning damage on a failed save, or half as much damage on a successful one.

CLOCKROACH

Clockroaches are large, cockroach-like constructs created to patrol castle halls and dungeons. In battle, clockroaches are used as shock troops. With their flat frame and flexible mechanical bodies coated with oil, clockroaches can squeeze through barricades with ease. Once inside enemy defenses, clockroaches will begin to sow pain and confusion with its acid spray and painful, metallic bites.

CLOCKROACH

Medium construct, unaligned

Armor Class 13
Hit Points 13 (2d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	15 (+2)	3 (-4)	10 (+0)	1 (-5)

Skills Acrobatics +5
Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands one language of its creator but can't speak
Challenge 1 (200 XP)

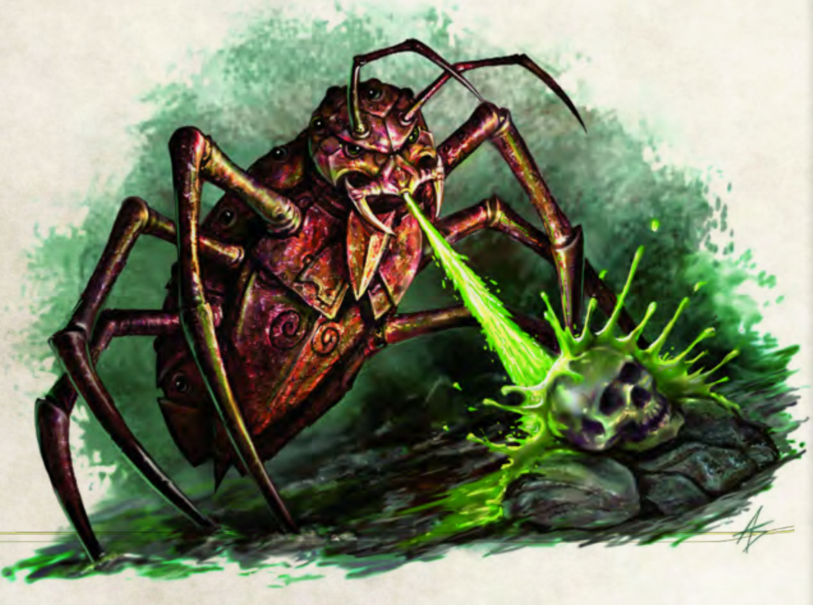
Magic Resistance. The clockroach has advantage on saving throws against spells and other magical effects.

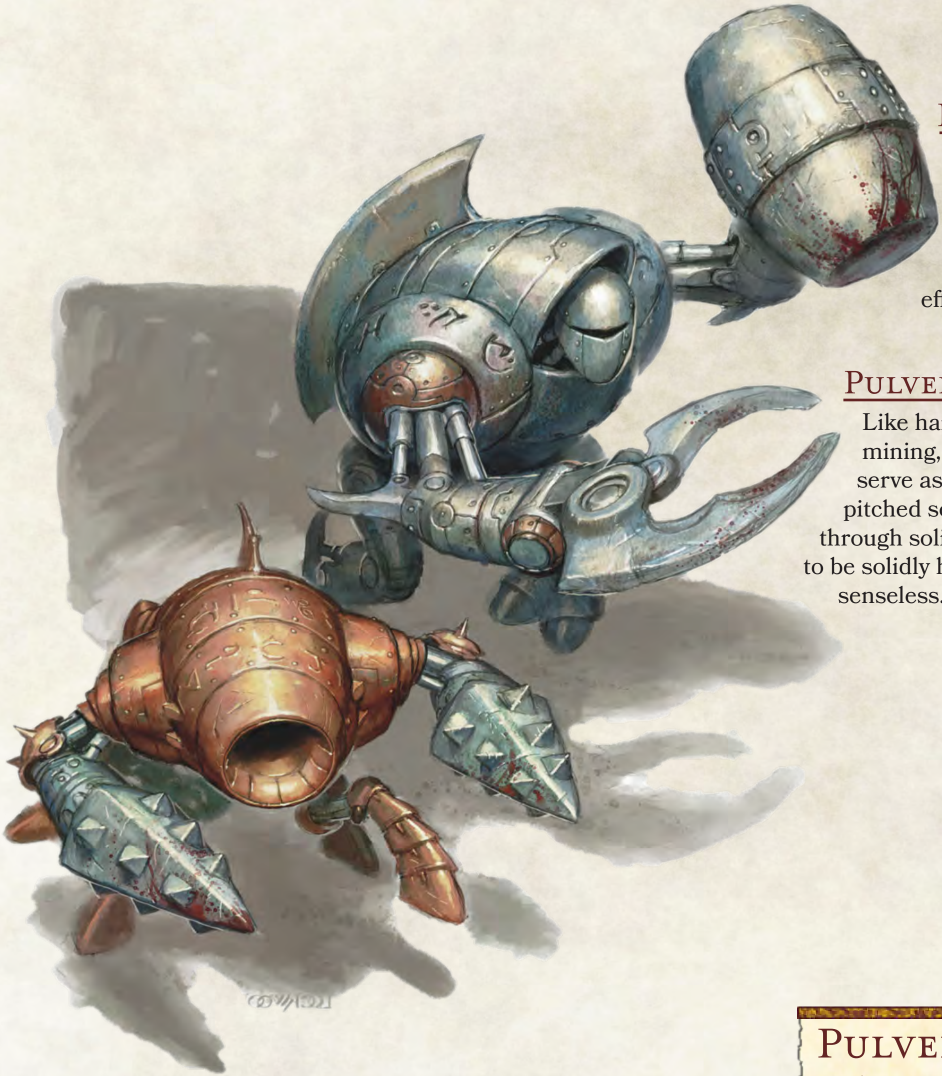
Slippery Frame: The clockroach gains advantage on Dexterity (Acrobatics) checks made to escape bonds, squeeze through narrow spaces, and end grapples.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft.. *Hit:* 5 (1d4 + 3) piercing damage plus 2 (1d4) acid.

Acid Spray (Recharges 5-6). The clockroach spits a line of acid that is 15 feet long and 5 feet wide. Each creature in that line must succeed on a DC 12 Dexterity saving throw, taking 10 (3d6) acid damage on a failed save, or half as much on a successful one.





HAMMERER

Originally created for construction, hammerers are often re-purposed as siege weapons. All steel and armed with a massive hammer and claws for hands, hammerers can march into enemy territory and destroy walls and smash skulls with deadly efficiency.

PULVERIZER

Like hammerers, pulverizers were created for construction, mining, and tunneling work. When used for war, pulverizers serve as military siege engineers. They emit intense high-pitched sounds from their cannon-like heads that can smash through solid stone and rock. Creatures unfortunate enough to be solidly hit by the sound projections are left dazed and senseless.

HAMMERER

Medium construct, unaligned

Armor Class 16 (natural armor)
Hit Points 30 (4d8 + 12)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	3 (-4)	10 (+0)	1 (-5)

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands one language of its creator but can't speak
Challenge 3 (700 XP)

Magic Resistance. The hammerer has advantage on saving throws against spells and other magical effects.

Siege Monster. The hammerer deals double damage to objects and structures.

ACTIONS

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft.. *Hit:* 15 (2d10 + 4) bludgeoning damage. If the target is a creature and the attack roll against the target succeeds by 5 or more, the target must succeed on a DC 14 Constitution saving throw or be stunned until the end of its next turn.

PULVERIZER

Medium construct, unaligned

Armor Class 16 (natural armor)
Hit Points 15 (2d8 + 6)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	3 (-4)	10 (+0)	1 (-5)

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands one language of its creator but can't speak
Challenge 2 (450 XP)

Magic Resistance. The pulverizer has advantage on saving throws against spells and other magical effects.

Siege Monster. The pulverizer deals double damage to objects and structures.

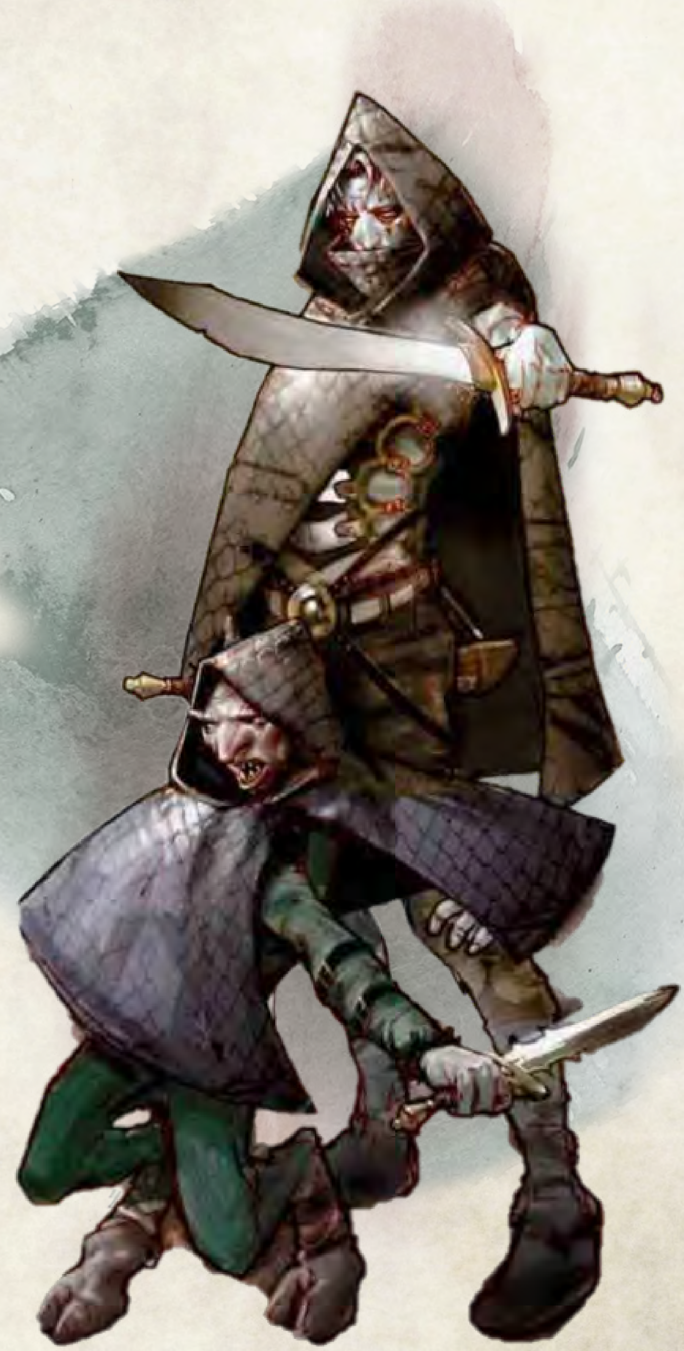
ACTIONS

Multiattack. The pulverizer makes two slam attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft.. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Sonic Shriek (Recharges 5-6). The pulverizer emits intense sound in a cone 15 feet long. Each creature in that area must succeed on a DC 13 Constitution saving throw, taking 13 (3d8) thunder damage on a failed save, or half as much on a successful one.

Darklings



Darkling Creeper

When they aren't out burglarizing, creepers serve as scouts for the darklings. Some may even be affiliated with the local thieves' guild, but will take steps to hide their true nature first.

Darkling Creeper

Small fey, chaotic neutral

Armor Class 15 (leather armor)
Hit Points 27 (6d6 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	18 (+4)	12 (+1)	10 (+0)	12 (+1)	10 (+0)

Skills Acrobatics +6, Deception +2, Perception + 5, Stealth +8
Senses darkvision 60 ft., passive Perception 15
Languages Elvish, Sylvan
Challenge 1 (200 XP)

Ambusher. The darkling has advantage on attack rolls against any creature it has surprised.

Death Flash. When the darkling dies, nonmagical light flashes out from it in a 10-foot radius as its body and possessions, other than metal or magic objects, burn to ash. Any creature in that area and able to see the bright light must succeed on a DC 10 Constitution saving throw or be blinded until the end of the creature's next turn.

Shadow Stealth. While in dim light or darkness, the darkling can take the Hide action as a bonus action.

Light Sensitivity. While in bright light, the darkling has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Surprise Attack. If the darkling surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Actions

Multiattack. The darkling makes two attacks with its dagger.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Darkling Elder Assassin

Cold-blooded and pragmatic, darkling elder assassins take pride in their work. When their band is contracted to kill a challenging and difficult target, the darkling elder assassin will be more than happy to handle the task.

Darkling Elder Assassin

Medium fey, chaotic neutral

Armor Class 16 (studded leather armor)
Hit Points 55 (10d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	19 (+4)	12 (+1)	12 (+1)	14 (+2)	13 (+1)

Skills Acrobatics +7, Deception +4, Perception +8, Stealth +10
Senses darkvision 60 ft., passive Perception 18
Languages Elvish, Sylvan
Challenge 5 (1,800 XP)

Assassinate. During its first turn, the darkling elder has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the darkling elder scores against a surprised creature is a critical hit.

Death Burn. When the darkling elder dies, nonmagical light flashes out from it in a 10-foot radius as its body and possessions, other than metal or magic objects, burn to ash. Any creature in that area and able to see the bright light must succeed on a DC 12 Constitution saving throw. On a failure, the creature takes 10 (3d6) radiant damage and, if the creature can see the light, is blinded until the end of its next turn. If the saving throw is successful, the creature takes half the damage and isn't blinded.

Light Sensitivity. While in bright light, the darkling elder has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Shadow Step. While in dim light or darkness, the darkling elder can teleport as a bonus action up to 60 feet to an unoccupied space it can see that is also in dim light or darkness. It then has advantage on the first melee attack it makes before the end of the turn.

Shadow Stealth. While in dim light or darkness, the darkling elder can take the Hide action as a bonus action.

Sneak Attack (1/Turn). The darkling elder deals an extra 7 (2d6) damage when the darkling elder hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the darkling elder that isn't incapacitated and the darkling elder doesn't have disadvantage on the attack roll.

Actions

Multiattack. The darkling elder makes two melee attacks.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Darkness (Recharges 6). The darkling elder casts *darkness* without any components. Wisdom is its spellcasting ability.

Darkling Elder Hexblade

Warlocks are not uncommon within the darkling ranks, as they are are already comfortable answering to a shadowy patron. Most would prefer to be hexblades, though, due to the fact that they gain more satisfaction inflicting pain by hand instead of magical spells.

Darkling Elder Hexblade

Medium fey, chaotic neutral

Armor Class 15 (studded leather armor)
Hit Points 82 (15d8 + 15)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	12 (+1)	10 (+1)	14 (+2)	16 (+3)

Skills Acrobatics +6, Deception +6, Perception +8, Stealth +9
Senses darkvision 60 ft., passive Perception 18
Languages Elvish, Sylvan
Challenge 6 (2,300 XP)

Death Burn. When the darkling elder dies, nonmagical light flashes out from it in a 10-foot radius as its body and possessions, other than metal or magic objects, burn to ash. Any creature in that area and able to see the bright light must succeed on a DC 12 Constitution saving throw. On a failure, the creature takes 10 (3d6) radiant damage and, if the creature can see the light, is blinded until the end of its next turn. If the saving throw is successful, the creature takes half the damage and isn't blinded.

Light Sensitivity. While in bright light, the darkling elder has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Spellcasting. The darkling elder is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast, infestation, poison spray, toll the dead*
1st level-5th level (2 5th-level slots): *blink, blur, cone of cold, dimension door, dispel magic, hellish rebuke, misty step, phantasmal killer, shield, staggering smite*

Hexblade's Curse (Recharges after a Short or Long Rest). As a bonus action, the darkling elder targets a creature it can see within 30 feet of it. The target is cursed for 1 minute. The curse ends early if the target dies, the darkling elder dies, or it is incapacitated. Until the curse ends, the darkling elder gains the following benefits:

- It deals an extra 3 damage on damage rolls against the cursed target.
- Any attack roll it makes against the cursed target is a critical hit on a roll of 19 or 20 on the d20.
- If the cursed target dies, the darkling elder regains 13 hit points.

Actions

Multiattack. The darkling elder makes two melee attacks.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Darkness (Recharges 5-6). The darkling elder casts *darkness* without any components. Wisdom is its spellcasting ability.

Reactions

Armor of Hexes. When hit by an attack roll by a creature cursed by the darkling elder's Hexblade's Curse, roll a d6. On a roll of 4 or higher, the attack instead misses the darkling elder, regardless of its roll.

DARKLING ELDER MASTERMIND

Medium fey, chaotic neutral

Armor Class 15 (studded leather armor)
Hit Points 121 (22d8 + 22)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	12 (+1)	16 (+3)	16 (+3)	14 (+2)

Saving Throws Dex +7, Int +7, Wis +7
Skills Acrobatics +7, Deception +10, Insight +11, Perception +11, Stealth +11
Senses darkvision 60 ft., passive Perception 21
Languages Elvish, Sylvan
Challenge 9 (5,000 XP)

Cunning Action. The darkling elder can take the Dash, Disengage, or Hide action as a bonus action on each of its turns.

Cunning Insight (Recharges 5-6). As a bonus action, the darkling elder chooses a target it can see within 30 feet of it. The darkling elder and up to 3 creatures of its choice have advantage on ability checks, attack rolls, and saving throws made against the target. In addition, the target has disadvantage on ability checks and attack rolls made against the darkling elder. These effects last until the start of the darkling elder's next turn.

Cunning Presence. An ally that starts its turn within 30 feet of this darkling elder and can see and hear this darkling elder can take the Dash, Disengage, or Hide action as a bonus action this turn, provided the darkling elder isn't incapacitated.

Death Burn. When the darkling elder dies, nonmagical light flashes out from it in a 10-foot radius as its body and possessions, other than metal or magic objects, burn to ash. Any creature in that area and able to see the bright light must succeed on a DC 11 Constitution saving throw. On a failure, the creature takes 10 (3d6) radiant damage and, if the creature can see the light, is blinded until the end of its next turn. If the saving throw is successful, the creature takes half the damage and isn't blinded.

Light Sensitivity. While in bright light, the darkling elder has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Sneak Attack (1/Turn). The darkling elder deals an extra 24 (7d6) damage when the darkling elder hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the darkling elder that isn't incapacitated and the darkling elder doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The darkling elder makes two melee attacks.

Rapier. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Darkness (Recharges 5-6). The darkling elder casts *darkness* without any components. Wisdom is its spellcasting ability.

REACTIONS

Misdirection. When the darkling elder is targeted by an attack while a creature within 5 feet of it is granting it cover against that attack, it can have the attack target that creature instead.

DARKLING ELDER MASTERMIND

Darkling elders are the leaders and brilliant strategists of the darkling community. Their primary task is to ensure each of their missions and orders are efficiently carried out.
In combat, masterminds fight in a calculated and cunning manner.

Battle Tacticians. They can assess the battlefield with ease, and can give specific orders out to their subordinate darklings where they can be the most effective. They never knowingly put themselves at risk, and will always have a bodyguard or two nearby to redirect an attack made against them to it.

DARKLING SKULKER

Skulkers are more mature and experienced darkling creepers. While they are still used as scouts from time to time, they are the ones who are sent for longer spying missions. Their primary role is to infiltrate a potential target's base or home, gather information such as determine the level of risk and resources required to overwhelm it, and report back safely to the mastermind without getting noticed.

DARKLING SKULKER

Small fey, chaotic neutral

Armor Class 16 (leather armor)
Hit Points 40 (9d6 + 9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	20 (+5)	12 (+1)	10 (+0)	12 (+1)	10 (+0)

Skills Acrobatics +7, Deception +2, Perception + 5, Stealth +9
Senses darkvision 60 ft., passive Perception 15
Languages Elvish, Sylvan
Challenge 3 (700 XP)

Death Flash. When the darkling dies, nonmagical light flashes out from it in a 10-foot radius as its body and possessions, other than metal or magic objects, burn to ash. Any creature in that area and able to see the bright light must succeed on a DC 10 Constitution saving throw or be blinded until the end of the creature's next turn.

Light Sensitivity. While in bright light, the darkling has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Shadow Step. While in dim light or darkness, the darkling can teleport as a bonus action up to 60 feet to an unoccupied space it can see that is also in dim light or darkness. It then has advantage on the first melee attack it makes before the end of the turn.

Shadow Stealth. While in dim light or darkness, the darkling can take the Hide action as a bonus action.

Sneak Attack (1/Turn). The darkling deals an extra 7 (2d6) damage when the darkling hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the darkling that isn't incapacitated and the darkling doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The darkling makes two attacks with its dagger.

Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage plus 3 (1d6) poison damage.

DEATHLOCKS

DEATHLOCK ASSASSIN

Most deathlocks are satisfied to remain as what they used to be, warlock spellcasters. However, a few, like the deathlock assassin, have evolved to become specialist killers, taking advantage of ambush and stealthy tactics.

DEATHLOCK ASSASSIN

Medium undead, neutral evil

Armor Class 14 (17 with *mage armor*)
Hit Points 82 (15d8 + 15)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	12 (+1)	16 (+3)	12 (+1)	16 (+3)

Saving Throws Dex +7, Int +6, Cha +6
Skills Arcana +6, Deception +6, History +6, Stealth +10
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages the languages it knew in life
Challenge 7 (2,900 XP)

Assassinate. During its first turn, the deathlock has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the deathlock scores against a surprised creature is a critical hit.

Evasion. If the deathlock is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the deathlock instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Innate Spellcasting. The deathlock's innate spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no material components:

At will: *detect magic, disguise self, mage armor*

Spellcasting. The deathlock is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *chill touch, eldritch blast, mage hand*
1st- 3rd level (2 3rd-level slots): *arms of Hadar, darkness, fear, hold person, hunger of Hadar, shadow blade, spider climb*

One with the Shadows. When in an area of dim light or darkness, the deathlock can use an action to become invisible until it moves or takes an action or reaction.

Turn Resistance. The deathlock has advantage on saving throws against any effect that turns undead.

Sneak Attack (1/Turn). The deathlock deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the deathlock that isn't incapacitated and the deathlock doesn't have disadvantage on the attack roll.

ACTIONS

Deathly Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) necrotic damage.

DEATHLOCK KNIGHT

When a powerul hexblade warlock suffers the consequences of a broken pact with an evil patron, they may become deathlock knights. These undead are sometimes mistaken for death knights due to their appearance and magical abilities. Thankfully, they are much weaker. Still, a random encounter might bring chills to a party of adventurers.

DEATHLOCK KNIGHT

Medium undead, neutral evil

Armor Class 12 (15 with *mage armor*)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	12 (+1)	12 (+1)	16 (+3)

Saving Throws Int +4, Cha +6
Skills Arcana +4, History +4
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages the languages it knew in life
Challenge 5 (1,800 XP)

Hexblade's Curse (Recharges after a Short or Long Rest). As a bonus action, the deathlock targets a creature it can see within 30 feet of it. The target is cursed for 1 minute. The curse ends early if the target dies, the deathlock dies, or it is incapacitated. Until the curse ends, the deathlock gains the following benefits:

- It deals an extra 3 damage on damage rolls against the cursed target.
- Any attack roll it makes against the cursed target is a critical hit on a roll of 19 or 20 on the d20.
- If the cursed target dies, the deathlock regains 10 hit points.

Innate Spellcasting. The deathlock's innate spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no material components:

At will: *detect magic, disguise self, mage armor*

Spellcasting. The deathlock is a 7th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast, mage hand, poison spray*
1st level-5th level (2 4th-level slots): *blur, dispel magic, elemental weapon, hellish rebuke, misty step, phantasmal killer, shield, staggering smite*

Turn Resistance. The deathlock has advantage on saving throws against any effect that turns undead.

ACTIONS

Multiattack. The deathlock makes two melee attacks.

Longsword. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands, plus 4 (1d8) necrotic damage.

Deathly Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) necrotic damage.

DEEP SCIONS

DEEP SCION ASSASSIN

A deep scion assassin works with cruel efficiency. It often comes in the guise of a flamboyant sea merchant or a sultry maiden traveling through town, looking for wine and entertainment. One does not need to count long until it has everyone relaxed and disarmed with its charm. The assassin expertly marks and seduces its target, then disappears into the shadows with the unsuspecting prey. Its target disappears from the town completely, people believing the couple running off. The assassin, its job complete, returns to the sea and waits for its master's next command.

DEEP SCION ASSASSIN

Medium humanoid (shapechanger), neutral evil

Armor Class 14
Hit Points 84 (13d8 + 26)
Speed 30 ft. (20 ft. and swim 40 ft. in hybrid form)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	14 (+2)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Dex +7, Wis +4, Cha +5
Skills Deception +8, Insight +4, Sleight of Hand +7, Stealth +7
Senses darkvision 120 ft., passive Perception 11
Languages Aquan, Common, thieves' cant
Challenge 6 (2,300 XP)

Shapechanger. The deep scion can use its action to polymorph into a humanoid-piscine hybrid form, or back into its true form. Its statistics, other than its speed, are the same in each form. Any equipment it is wearing or carrying isn't transformed. The deep scion reverts to its true form if it dies.

Amphibious (Hybrid Form Only). The deep scion can breathe air and water.

Assassinate. During its first turn, the deep scion has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the deep scion scores against a surprised creature is a critical hit.

Cunning Action. The deep scion can take the Dash, Disengage, or Hide action as a bonus action on each of its turns.

Sneak Attack (1/Turn). The deep scion deals an extra 7 (2d6) damage when the deep scion hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the deep scion that isn't incapacitated and the deep scion doesn't have disadvantage on the attack roll.

ACTIONS

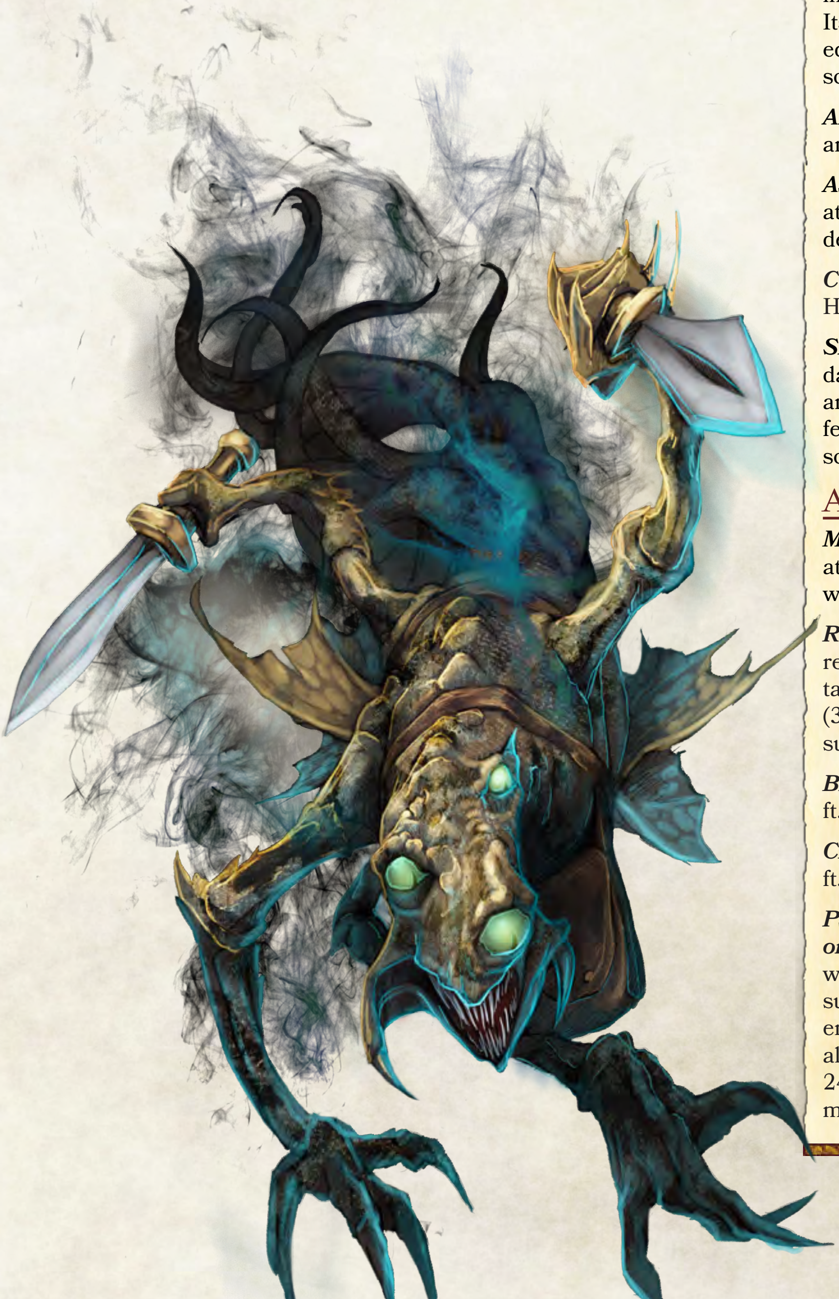
Multiattack. In humanoid form, the deep scion makes two melee attacks. In hybrid form, the deep scion makes three attacks: one with its bite and two with its claws.

Rapier (Humanoid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Bite (Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Claw (Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Psychic Screech (Hybrid Form Only; Recharges after a Short or Long Rest). The deep scion emits a terrible scream audible within 300 feet. Creatures within 30 feet of the deep scion must succeed on a DC 13 Wisdom saving throw or be stunned until the end of the deep scion's next turn. In water, the psychic screech also telepathically transmits the deep scion's memories of the last 24 hours to its master, regardless of distance, so long as it and its master are in the same body of water.



Deep Scion Thug

Deep scion thugs are created from weaker humanoids, possibly the crew of a sunken ship, or a group of unfortunate fishermen. Unlike their normal ilk, they prefer rushing and mugging their targets in open combat than using ambush and subterfuge.

Deep Scion Thug

Medium humanoid (shapechanger), neutral evil

Armor Class 12
Hit Points 90 (12d8 + 36)
Speed 30 ft. (20 ft. and swim 40 ft. in hybrid form)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Wis +3, Cha +4
Skills Deception +6, Insight +3, Sleight of Hand +4, Stealth +4
Senses darkvision 120 ft., passive Perception 11
Languages Aquan, Common, thieves' cant
Challenge 4 (1,100 XP)

Shapechanger. The deep scion can use its action to polymorph into a humanoid-piscine hybrid form, or back into its true form. Its statistics, other than its speed, are the same in each form. Any equipment it is wearing or carrying isn't transformed. The deep scion reverts to its true form if it dies.

Amphibious (Hybrid Form Only). The deep scion can breathe air and water.

Pack Tactics. The deep scion has advantage on an attack roll against a creature if at least one of the deep scion's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. In humanoid form, the deep scion makes two melee attacks. In hybrid form, the deep scion makes three attacks: one with its bite and two with its claws.

Battleaxe (Humanoid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands.

Bite (Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage.

Claw (Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

Psychic Screech (Hybrid Form Only; Recharges after a Short or Long Rest). The deep scion emits a terrible scream audible within 300 feet. Creatures within 30 feet of the deep scion must succeed on a DC 13 Wisdom saving throw or be stunned until the end of the deep scion's next turn. In water, the psychic screech also telepathically transmits the deep scion's memories of the last 24 hours to its master, regardless of distance, so long as it and its master are in the same body of water.

Deep Scion Warlock

Deep scions that show an aptitude for the dark arts are granted powers by the gods of their masters for as long as they fulfill their pact. Natural leaders, they help scheme and lead missions provided by their masters.

Deep Scion Warlock

Medium humanoid (shapechanger), neutral evil

Armor Class 12
Hit Points 150 (20d8 + 60)
Speed 30 ft. (20 ft. and swim 40 ft. in hybrid form)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	10 (+0)	14 (+2)	16 (+3)

Saving Throws Con +6, Wis +5, Cha +6
Skills Deception +9, Insight +5, Sleight of Hand +5, Stealth +5
Senses darkvision 120 ft., passive Perception 12
Languages Aquan, Common, thieves' cant
Challenge 7 (2,900 XP)

Shapechanger. The deep scion can use its action to polymorph into a humanoid-piscine hybrid form, or back into its true form. Its statistics, other than its speed, are the same in each form. Any equipment it is wearing or carrying isn't transformed. The deep scion reverts to its true form if it dies.

Amphibious (Hybrid Form Only). The deep scion can breathe air and water.

Spellcasting. The deep scion is an 11th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast, friends, mage hand, minor illusion*
1st level-5th level (3 5th-level slots): *charm monster, dissonant whispers, dominate person, enthrall, Evard's black tentacles, greater invisibility, hold monster, misty step, phantasmal force, synaptic static, suggestion*
1/day: *circle of death*

Whispering Aura. At the start of each of the deep scion's turns, each creature of its choice within 5 feet of it must succeed on a DC 14 Wisdom saving throw or take 10 (3d6) psychic damage, provided that the deep scion isn't incapacitated.

Actions

Multiattack. In humanoid form, the deep scion makes two melee attacks. In hybrid form, the deep scion makes three attacks: one with its bite and two with its claws.

Longsword. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Bite (Hybrid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Claw (Hybrid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Psychic Screech (Hybrid Form Only; Recharges after a Short or Long Rest). The deep scion emits a terrible scream audible within 300 feet. Creatures within 30 feet of the deep scion must succeed on a DC 14 Wisdom saving throw or be stunned until the end of the deep scion's next turn. In water, the psychic screech also telepathically transmits the deep scion's memories of the last 24 hours to its master, regardless of distance, so long as it and its master are in the same body of water.

DEMONS

ABYSSAL SKULKER

The abyssal skulker resembles a reptilian quadruped, with a maw that opens sideways instead of vertically. Knobs of horn jutting from its joints and spine complete the demon's grotesque appearance. The abyssal skulker prefers to sneak up and ambush their prey, avoiding combat unless it can be sure to deal the first strike.

ABYSSAL SKULKER

Small fiend (demon), chaotic evil

Armor Class 15 (natural armor)
Hit Points 9 (2d6 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	13 (+1)	14 (+2)	9 (-1)

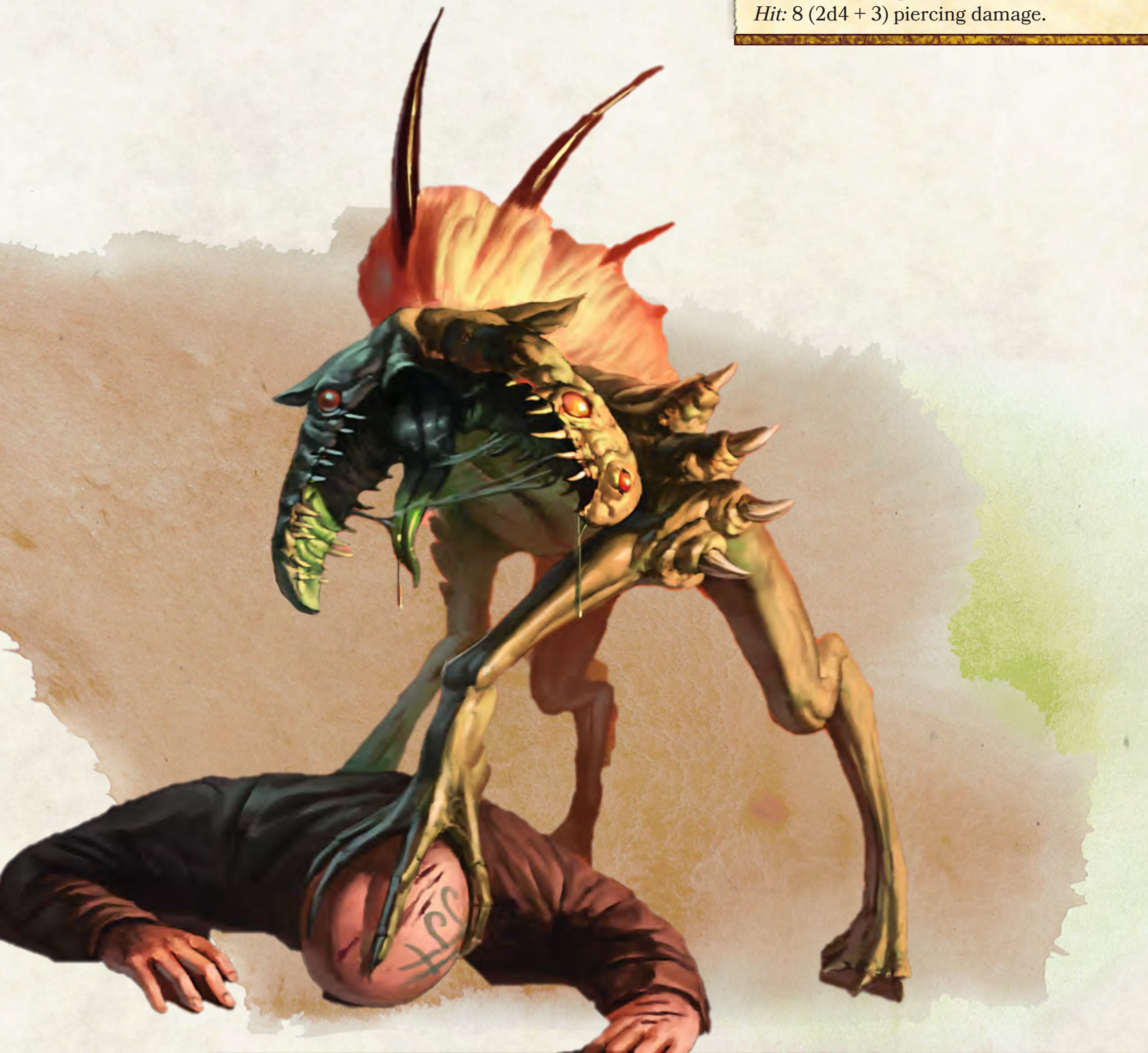
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 12
Languages Abyssal, telepathy 60 ft.
Challenge 1 (200 XP)

Ambusher. The abyssal skulker has advantage on attack rolls against any creature it has surprised.

Stealthy. On each of its turns, the abyssal skulker can use a bonus action to take the Hide action.

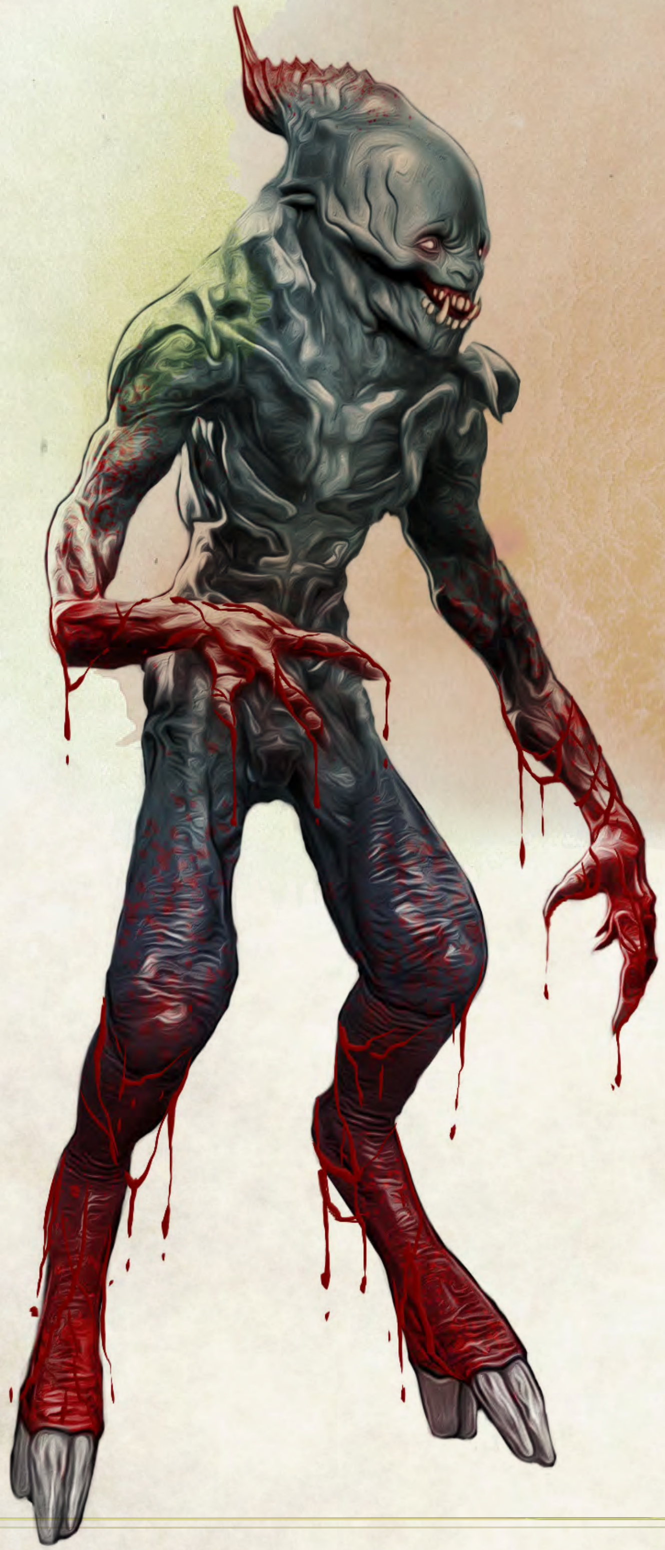
ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage.



Greater Babau

Said to have been created by demon lord Juiblex, a greater babau is a rare and more dangerous species of babau. It is more intelligent and cunning compared to its normal ilk, and is gifted with spellcasting abilities. Worse still, its skin secretes a red slime so corrosive it can literally melt weapons that strike it.



Greater Babau

Medium fiend (demon), chaotic evil

Armor Class 17 (natural armor)
Hit Points 120 (16d8 + 48)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	14 (+2)

Skills Intimidation +5, Perception +8, Stealth +6
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 18
Languages Abyssal
Challenge 8 (3,900 XP)

Corrosive Slime. A creature that touches the babau or hits it with a melee attack while within 5 feet of it takes 5 (1d10) acid damage. In addition, any nonmagical weapon that hits the babau corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed.

When a creature hits the babau with a magical weapon and deals damage, it must succeed on a DC 14 Dexterity saving throw with advantage on the roll. On a failed save, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed.

Ammunition that hits the babau is destroyed after dealing damage.

Innate Spellcasting. The babau's innate spellcasting ability is Intelligence (spell save DC 13). The babau can innately cast the following spells, without providing material components:

At will:: *darkness, dispel magic, fear, heat metal, levitate*
1/day each: *polymorph* (self only), *teleport*

Magic Resistance. The babau has advantage on saving throws against spells and other magical effects.

Sneak Attack (1/Turn). The babau deals an extra 7 (2d6) damage when the babau hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the babau that isn't incapacitated and the babau doesn't have disadvantage on the attack roll.

Actions

Multiattack. The babau makes two melee attacks. It can also use Weakening Gaze before or after making these attacks.

Claws. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.

Spear. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage, or 9 (1d8 + 5) piercing damage if used with two hands to make a melee attack.

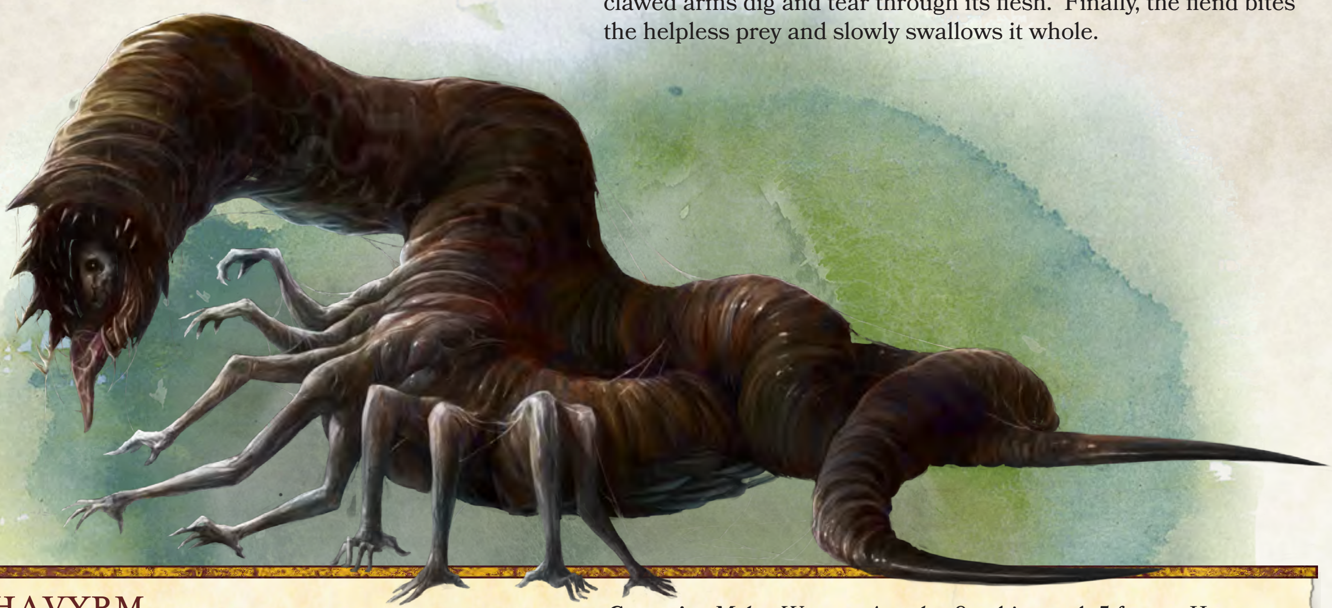
Weakening Gaze. The babau targets one creature that it can see within 20 feet of it. The target must make a DC 1 3 Constitution saving throw. On a failed save, the target deals only half damage with weapon attacks that use Strength for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

BRACHAVYRM

The loathsome brachavyrm is a creature of nightmares that prowls the fens, jungles, and marshlands of the Abyss. This demon resembles a giant 20-foot long, slime-coated, segmented worm with a maw ridged with sharp teeth. Its midsection splits into two tails, each ending with a wicked-looking stinger. Pairs of emaciated arms ending in clawed hands extend grotesquely from its segmented body and function as the creature's legs.

Arm Collector. The brachavyrm is a solitary predator that hunts for mortal humanoids. Each time a brachavyrm consumes a humanoid, a pair of arms will sprout from the sides of its elongated body. As the brachavyrm consumes more prey, more arms are created. But these arms wither and die after a short period, causing the brachavyrm to constantly hunt for more humanoids.

Versatile Predator. In combat, the brachavyrm first spits a line of saliva from its maw towards its target. The saliva instantly hardens into sticky, web-like filaments upon contact with air, and can entangle a target. Once a creature is ensnared, the brachavyrm lunges at it and quickly impales it with its twin stingers. After the venom is injected, the demon wraps its body around the victim, constricting it at the same time that its multiple clawed arms dig and tear through its flesh. Finally, the fiend bites the helpless prey and slowly swallows it whole.



BRACHAVYRM

Large fiend (demon), chaotic evil

Armor Class 15 (natural armor)
Hit Points 142 (15d10 + 60)
Speed 30 ft., burrow 20 ft., climb 30 ft. (see Body Arms)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	8 (-1)	15 (+2)	7 (-2)

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 12
Languages Abyssal, telepathy 60 ft.
Challenge 10 (5,900 XP)

Body Arms. The brachavyrm gains a pair of arms each time it consumes a humanoid creature. For every five pairs of humanoid arms the brachavyrm has, its speed is increased by 5 feet. A pair of arms wither and die after a month it was created.

Spider Climb. The brachavyrm can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The brachavyrm makes four attacks: one with its bite, one to constrict, and two with its tail stingers. It can replace its bite attack with swallow or web spray, if available.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the brachavyrm can't bite another target.

Constrict. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one Huge or smaller creature. *Hit:* 16 (2d10 + 5) bludgeoning damage plus 16 (2d10 + 5) slashing damage. The target is grappled (escape DC 19) if the brachavyrm isn't already constricting a creature, and the target is restrained until this grapple ends.

Tail Stingers. *Melee Weapon Attack*: +9 to hit, reach 10 ft., one creature. *Hit:* 10 (1d10 + 5) piercing damage and the target must succeed on a DC 16 Constitution saving throw or become poisoned.

Swallow. The brachavyrm makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the brachavyrm, and it takes 11 (2d10) acid damage at the start of each of the brachavyrm's turns.

If the brachavyrm takes 20 damage or more on a single turn from a creature inside it, the brachavyrm must succeed on a DC 14 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the brachavyrm. If the brachavyrm dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 5 feet of movement, exiting prone.

If a swallowed creature dies and the creature is a humanoid, the corpse's body is consumed and a pair of arms sprout from the brachavyrm's body. When this happens, the creature can only be restored to life only by means of a resurrection spell or greater.

Web Spray (Recharge 5-6). The brachavyrm spits webbing in a line that is 30 feet long and 10 feet wide. Each creature in that line must succeed on a DC 16 Dexterity saving throw or be restrained by webbing. As an action, the restrained creature can make a DC 15 Strength check, escaping from the webbing on a success. The effect ends if the webbing is destroyed. The webbing has AC 10, 5 hit points, vulnerability to fire damage and and immunity to bludgeoning, poison, and psychic damage.

NUCKALAVEE

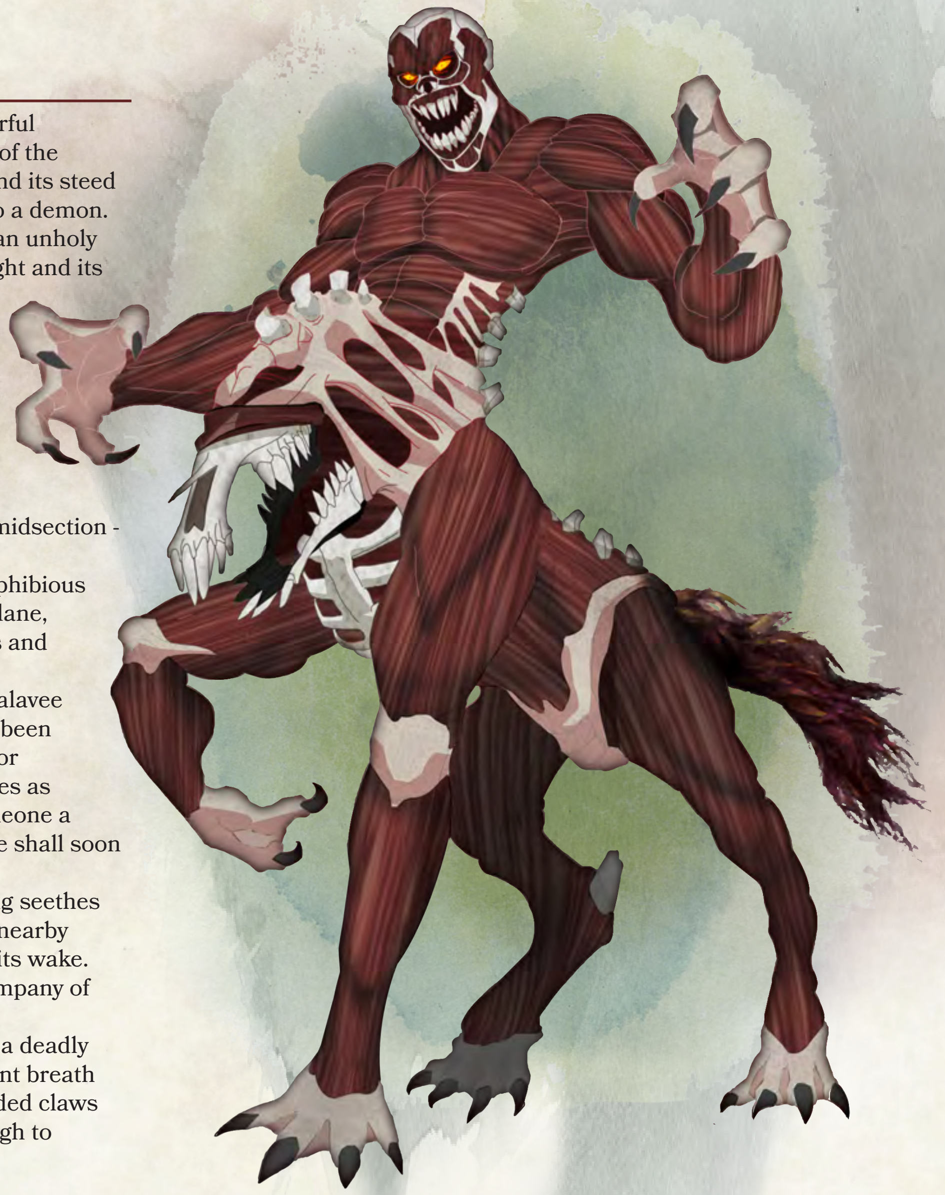
According to legend, the nuckalavee was once a powerful champion of good that fell in battle against the forces of the demon prince Orcus. As punishment, the champion and its steed are transformed by the Demon Prince of Undeath into a demon. This is partially true. Deathpriests of Orcus perform an unholy ritual where they sacrifice, willing or otherwise, a knight and its steed to the demon lord. A mighty abyssal fiend is summoned and uses the sacrifice as its vessel. Both man and steed are then fused together in an agonizing ritual that brings forth the nuckalavee - a fiendish abomination whose horrifying visage can bring unending nightmares to those that gaze upon it. The resulting appearance - crimson ropy muscles visible through translucent skin, black blood coursing through yellow veins, an equine skull jutting from its midsection - is horrific.

Amphibious Fiend. While it may be a fiend, the amphibious nuckalavee is normally encountered in the Material Plane, wading in dismal watery places such as fog-filled bogs and marshlands.

Bringer of Woe. Like all servants of Orcus, the nuckalavee is devoid of its heart, and its once righteous spirit has been replaced with a desire for death and destruction - all for the glory of the demon prince of undeath. It now serves as a terrifying herald of Orcus. Some say that when someone a nuckalavee is sighted, disease, drought, and pestilence shall soon follow.

Champion of Undeath. The nuckalavee's entire being seethes with necrotic energy. Its very presence instantly kills nearby animal and plant life, leaving only death and decay at its wake. It is not surprising then that it can be found in the company of undead, even serving them as their leader.

Baleful Weapons. In combat, the nuckalavee can be a deadly opponent that should not be underestimated. Its potent breath can instantly cause flesh and bone to rot, and its dreaded claws can cause instant death to those who are foolish enough to challenge it.



NUCKALAVEE

Large fiend (demon), chaotic evil

Armor Class 15 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	19 (+4)	13 (+1)	13 (+1)	16 (+3)

Saving Throws Str +8, Con +8, Wis +5
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities poison
Condition Immunities poisoned
Senses truesight 120 ft., passive Perception 11
Languages Abyssal, telepathy 120 ft.
Challenge 12 (8,400 XP)

Amphibious. The nuckalavee can breathe air and water.

Aura of Annihilation. The nuckalavee can activate or deactivate this feature as a bonus action. While active, the aura deals 5 necrotic damage to any creature that ends its turn within 30 feet of the nuckalavee. Undead and fiends ignore this effect.

Magic Resistance. The nuckalavee has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The nuckalavee uses Dreadful Visage. It then attacks twice with its Death Claws.

Death Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage, and if the target is a creature, it must succeed on a DC 16 Constitution saving throw. If the saving throw fails by 5 or more, the creature is reduced to 0 hit points, unless it is immune to necrotic damage. Otherwise, a creature takes 22 (4d10) necrotic damage on a failed save.

Dreadful Visage. Each creature within 60 feet of the nuckalavee that can see it must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. If the initial saving throw fails by 5 or more, the creature is paralyzed while frightened in this way. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if the nuckalavee is within line of sight, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the nuckalavee's Dreadful Visage for the next 24 hours. Undead and fiends ignore this effect.

Pestilent Breath (Recharge 5-6). The nuckalavee's equine head exhales pestilent gas in a 30-foot cube. Each creature in that area must succeed on a DC 16 Constitution saving throw, taking 22 (4d10) poison damage and 22 (4d10) necrotic damage on a failed save, or half as much damage on a successful one.

JOVOC

Jovocs are small, obnoxious demons that roam in packs in the Abyss. Standing only at around four feet tall, jovocs resemble dark-skinned hairless shriveled humanoids that have long arms that end in three clawed fingers that are permanently stained with blood.

Angry Mob. While jovocs appear to be weak compared to other demons, they make up for it in sheer numbers. They have been known to take on bigger and stronger targets, overwhelming them with coordinated attacks.

Aura of Retribution. What make jovocs a real threat in battle is their aura of retribution which allows them to magically inflict pain against nearby creatures when they get hurt. When facing multiple enemies, the jovocs employ a nasty tactic. Instead of directly attacking their foes, jovocs will claw each other, enabling them to deal damage to multiple targets.

PALRETHEE

Palrethees were ambitious lesser demons that aspired to become greater ones but failed in some unknown trial that destroyed their original forms. They now appear as tall, emaciated humanoids with vestigial wings protruding from their back and hot flames enshrouding their entire bodies. They can control the appearance of their flames, turning them from searing blue, translucent and ghostly, or bright fiery orange. Palrethees often serve as captains to lesser demons or as attendants to greater demons, such as a balor.

Flaming Warrior. In combat, palrethees can be difficult opponents due to their constant body flames. A mere touch or striking them with a melee weapon can cause severe burns. For offense, they rely mostly on their martial abilities, cutting down foes with their flaming greatsword. If faced with large numbers of foes, palrethees will fall back on their ability to cast fear.

ZOVVUT

Zovvuts are said to be the horrific bastard spawn of angels that were assaulted by greater demons and demon princes. They resemble large, muscular hairless ogres with fanged and tusked maws and arms that end in scimitar-like finger claws. Wretched feather wings stretch from their humped backs, the only vestige left of their angelic heritage. Make no mistake, zovvuts may be half an angel, but their hearts are full of hate and anger as their demonic parent's which is probably why they resent being commanded or spoken down to by their more powerful ilk.

Reckless Brutes. Foul tempered and hard to control, their masters often just set them loose against foes and left on their own, which is probably wise. Zovvuts rely mostly on their brute strength, wading recklessly into melee and shredding their victims with their fearsome claws. Against tougher targets, zovvuts utilize their dreaded draining gaze which simultaneously deals necrotic damage that can't be cured and healing the zovvuts' wounds.

JOVOC

Small fiend (demon), chaotic evil

Armor Class 14 (natural armor)
Hit Points 26 (4d6 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	16 (+3)	7 (-2)	10 (+0)	7 (-2)

Damage Resistances cold, fire, lightning
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 10
Languages Abyssal, telepathy 60 ft.
Challenge 1 (200 XP)

Aura of Retribution. When the jovoc takes damage, each creature within 10 feet of the jovoc must make a DC 13 Constitution saving throw or take 4 (1d8) necrotic damage. Fiends and undead are immune to this effect.

Pack Tactics. The jovoc has advantage on an attack roll against a creature if at least one of the jovoc's allies is within 5 feet of the creature and the ally isn't incapacitated.

Regeneration. The jovoc regains 5 hit points at the start of its turn. If it takes acid or radiant damage, this trait doesn't function at the start of its next turn. The jovoc dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The jovoc makes two claw attacks.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

PALRETHEE

Medium fiend (demon), chaotic evil

Armor Class 16 (natural armor)
Hit Points 60 (8d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	13 (+1)	12 (+1)	11 (+0)

Damage Resistances cold, lightning; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 11
Languages Abyssal, telepathy 60 ft.
Challenge 5 (1,800 XP)

Heated Body. A creature that touches the palrethee or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

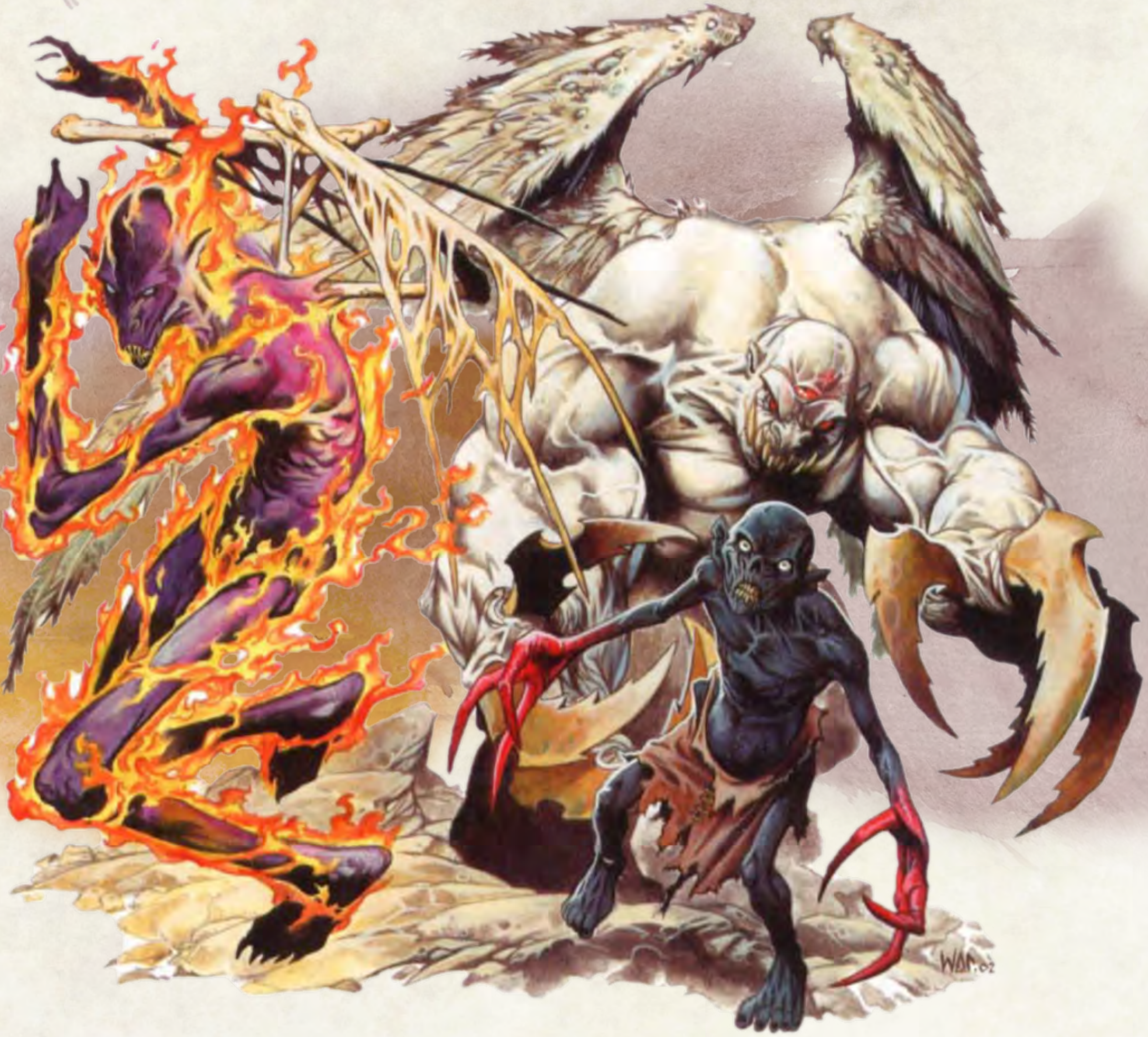
Innate Spellcasting. The palrethee's innate spellcasting ability is Intelligence (spell save DC 12). The palrethee can innately cast the following spells, without providing material components:

At will:: *detect evil and good, detect magic*
1/day: *fear*

ACTIONS

Multiattack. The palrethee makes two flaming greatsword attacks.

Flaming Greatsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 5 (1d10) fire damage and the target catches fire. Until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.



Zovvut

Large fiend (demon), chaotic evil

Armor Class 15 (natural armor)
Hit Points 85 (10d10 + 30)
Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	16 (+3)	14 (+2)	15 (+2)	16 (+3)

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 12
Languages Abyssal, telepathy 60 ft.
Challenge 7 (2,900 XP)

Draining Gaze. When a creature that can see the zovvut's eyes starts its turn within 30 feet of the zovvut, the zovvut can force it to make a DC 14 Constitution saving throw if the zovvut isn't incapacitated and can see the creature. On a failed save, a creature takes 9 (2d8) necrotic damage, its hit point maximum is reduced by an amount equal to the damage taken, and the zovvut regains hit points equal to half the damage taken.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it has disadvantage on attack rolls against the zovvut until the start of its next turn. If the creature looks at the zovvut in the meantime, it must immediately make the saving throw.

Innate Spellcasting. The zovvut's innate spellcasting ability is Wisdom (spell save DC 14). The zovvut can innately cast the following spells, without providing material components:

At will:: *darkness, detect evil and good, detect thoughts*
1/day: *blight, clairvoyance*

Reckless. At the start of its turn, the zovvut can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Teleport (1/Day). The zovvut magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

Actions

Multiattack. The zovvut makes two claw attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) slashing damage.

SHOOSUVA PACK LORD

Huge fiend (demon), chaotic evil

Armor Class 15 (natural armor)
Hit Points 172 (15d12 + 75)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	21 (+5)	7 (-2)	16 (+3)	10 (+0)

Saving Throws Dex +5, Con +9, Wis +7
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 13
Languages Abyssal, Gnoll, telepathy 120 ft.
Challenge 12 (8,400 XP)

Rampage. When the shoosuva reduces a creature to 0 hit points with a melee attack on its turn, the shoosuva can take a bonus action to move up to half its speed and make a bite attack.

Magic Resistance. The shoosuva has advantage on saving throws against spells and other magical effects.

Pack Tactics. The shoosuva has advantage on an attack roll against a creature if at least one of the shoosuva's allies is within 5 feet of the creature and the ally isn't incapacitated.

Packmaster. A shoosuva ally that starts its turn within 30 feet of this shoosuva that can see or hear this shoosuva gains Pack Tactics until the start of its next turn, provided this shoosuva isn't incapacitated.

ACTIONS

Multiattack. The shoosuva makes two melee attacks: one with its bite and one with its tail stinger.

Bite. *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. *Hit:* 39 (6d10 + 6) piercing damage.

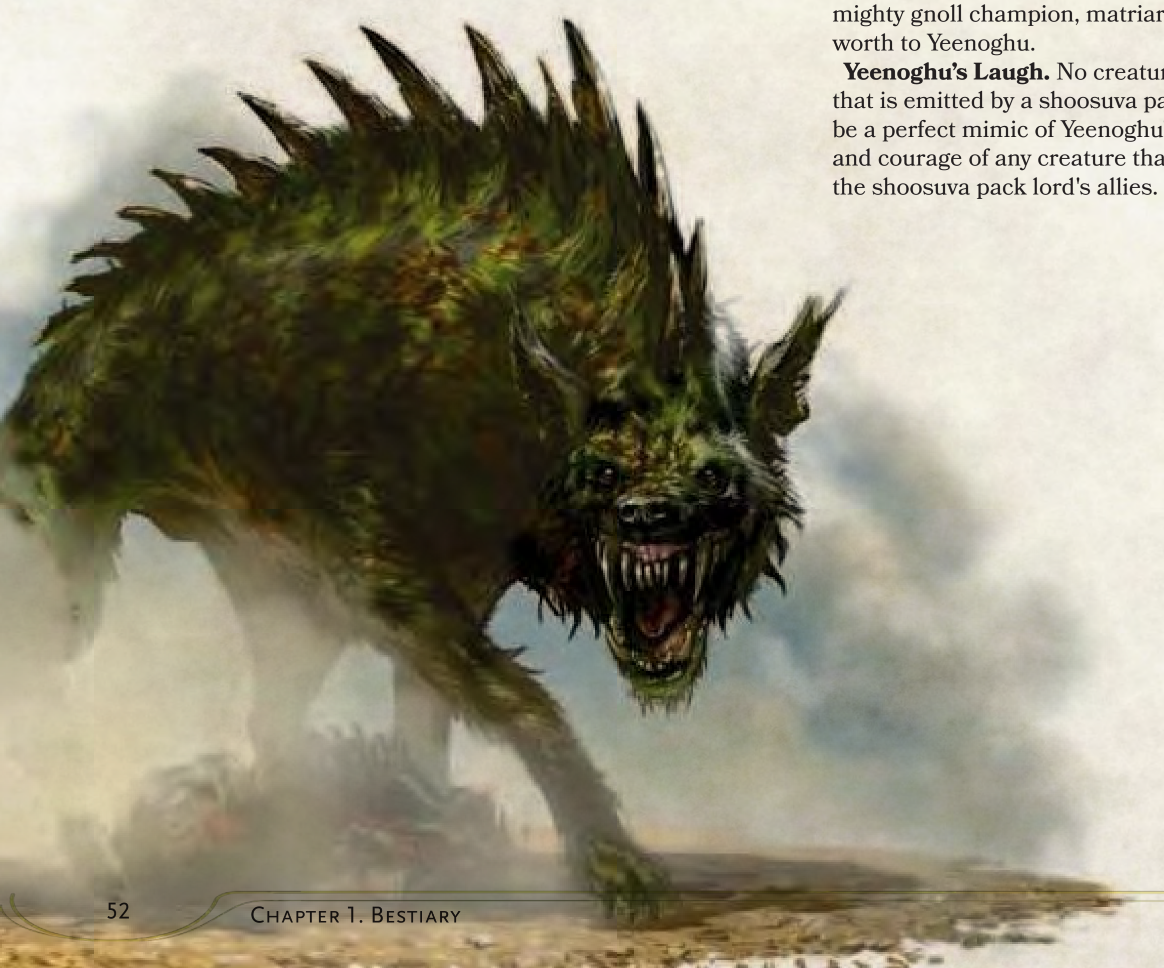
Tail Stinger. *Melee Weapon Attack*: +10 to hit, reach 20 ft., one creature. *Hit:* 24 (4d8 + 6) piercing damage and the target must succeed on a DC 17 Constitution saving throw or become poisoned. While poisoned, the target is also paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Yeenoghu's Laugh (1/Day). The shoosuva emits an unnerving hyena laugh. Each ally that is within 30 feet of it, can hear it, and not already affected by *Yeenoghu's Laugh* gain 10 temporary hit points. All other creatures within 30 feet must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the *Yeenoghu's Laugh* for the next 24 hours.

SHOOSUVA PACK LORD

Strongest and largest of its kind, the shoosuva pack lord leads other shoosuva in service of Yeenoghu. Very rarely, the shooshuva pack lord, along with a pack of shoosuva, will appear before a mighty gnoll champion, matriarch, or queen who has proven its worth to Yeenoghu.

Yeenoghu's Laugh. No creature can stand the unnerving cackle that is emitted by a shoosuva pack lord. This potent 'laugh,' said to be a perfect mimic of Yeenoghu's laugh himself, can drain the will and courage of any creature that hears it and at the same bolster the shoosuva pack lord's allies.



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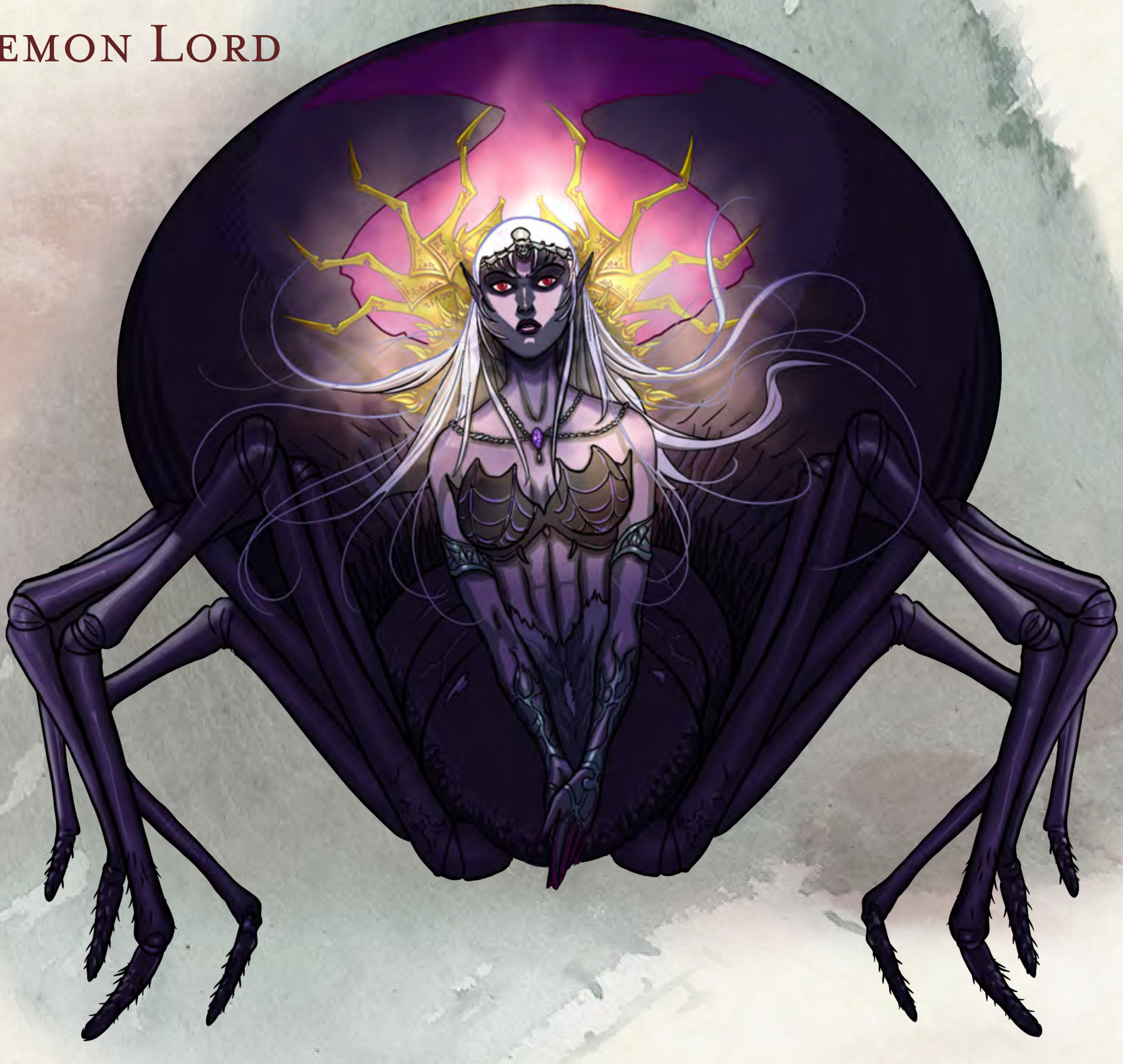


LOLTH, THE SPIDER QUEEN

Lolth, the Queen of Spiders, is the primary deity of the drow. Cruel and unforgiving, Lolth demands blood and sacrifice from her worshipers. Those who gain her favor are gifted with her boon, and those who do not are severely punished by Lolth herself. This has caused much of the infighting within the drow, as Houses fight against each other to bring the best sacrifices to the Spider Queen. In truth, Lolth does not have an ounce of care for her worshipers; she simply revels in the death and destruction being spread about in her name. Her hatred spans millennia and goes back to the time when she was exiled to the Abyss. To this day, all the plans she enacts are all for the downfall of those who sent her to the Demonweb Pits.

Spider Queen. Lolth usually appears as a slender female drow dressed in silk made from spider webs. Her true form, however, is the epitome of the Queen of Spiders. Lolth has the upper half of a strikingly beautiful female drow, with long white hair and gleaming black and purplish eyes. Her humanoid waist is connected to the head of a giant black spider with eight glowing red eyes, two poisonous fangs, and eight chitinous legs that end in razor-sharp points.

Demonweb Pits. There are many ways to access the 66th layer of the Abyss where the realm of the Demonweb can be found but getting out may be the biggest problem. The Demonweb is a mass of tunnels and pathways that stretch from all directions and are all full of webs, traps, and its hungry denizens. No one has ever been able to map this maze-like pit because Lolth constantly changes paths when she spins her webs.

The entire realm of Demonweb is difficult terrain, and any creature that seeks to traverse its web-filled tunnels will need to take care not to get caught in any of the webs lest they be food for Lolth's faithful. The Pit, which resides at the bottom of the Demonweb, is a dark cavern Lolth occupies. The entire cavern is lit with blue flame torches scattered about its numerous alcoves. Thick webs cover every corner and also form a natural carpet on the floor, making walking more difficult for everyone except spiders and spider-kin alike. In the middle of the cavern is Lolth's throne, just behind a stone altar used for sacrifices. Behind the throne is a set of golden doors through which are multiple passages to different planes and locations.

Vicious Sadist. Lolth is known for extreme cruelty and sadism. She takes great pleasure in inflicting pain and psychologically tormenting her prey. In the rare instances that she finds herself in combat, she will toy with her opponents first, giving them false hope that they might have a chance of defeating her, only to quickly turn the tables and reveal that she was never in any real trouble. She will prioritize targeting those who are beloved by all so she can revel in their agony as she slowly kills that target while the rest of her victims watch helplessly in horror.

Deadly Foe. As a deity, Lolth is incredibly powerful and does not need weapons when fighting. She usually summons her faithful handmaidens, or yochlols, and select high level drow servitors to fight for her. Lolth relies on her spellcasting abilities to confound her opponents and trap them in her steel-like webs. Each of her legs can be used as a spear and can stab and pierce creatures with ease as she goes for the kill with her poisonous fangs.

LOLTH

Huge fiend (demon), chaotic evil

Armor Class 23 (natural armor)
Hit Points 400 (32d12 + 192)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	23 (+6)	23 (+6)	26 (+8)	26 (+8)	29 (+9)

Saving Throws Dex +14, Int +16, Wis +16, Cha +17
Skills Deception +17, Perception +16, Stealth +14
Damage Resistances cold, fire, lightning
Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 240 ft., truesight 120 ft., passive Perception 26
Languages Abyssal, Common, Elvish, telepathy 120 ft.
Challenge 28 (120,000 XP)

Discorporation. When Lolth drops to 0 hit points or dies, her body is destroyed but her essence travels back to her domain in the Abyss, and she is unable to take physical form for a time.

Innate Spellcasting. Lolth's spellcasting ability is Charisma (spell save DC 25). She can innately cast the following spells, requiring no material components:

At will: *alter self* (can become a Medium female Drow when changing her appearance), *detect magic, poison spray* (4d12 damage), *web*
3/day each: *confusion, dispel magic, dominate person, fly, teleport*
1/day each: *divine word, maddening darkness, psychic scream*

Legendary Resistance (5/Day). If Lolth fails a saving throw, she can choose to succeed instead.

Limited Magic Immunity. Unless she wishes to be affected, Lolth is immune to spells of 6th level or lower. She has advantage on saving throws against all other spells and magical effects.

Magic Weapons. Lolth's weapon attacks are magical.

Noxious Webs. A creature that starts its turn in a space filled with or restrained by webbing created by Lolth (either by her Web attack or her spell) takes 7 (2d6) acid damage.

Regeneration. If Lolth has at least 1 hit point, she regains 30 hit points at the start of her turn.

Spider Climb. Lolth can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, Lolth knows the exact location of any creature in contact with the same web.

Web Walker. Lolth ignores movement restrictions caused by webbing.

ACTIONS

Multiattack. Lolth uses Web and makes four attacks: one with her bite, one with her whip, and two with her Impaling Forelegs.

Bite. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) piercing damage, and if the target is a creature, it must succeed on a DC 22 Constitution saving throw. If the saving throw fails by 5 or more, the creature is reduced to 0 hit points, unless it is immune to poison damage. Otherwise, a creature takes 22 (4d10) poison damage and is poisoned for 1 minute on a failed save. While poisoned, a creature takes 22 (4d10) poison damage at the end of each of its turns. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Pain Whip. *Melee Weapon Attack:* +15 to hit, reach 30 ft., one target. *Hit*: 14 (2d6 + 7) slashing damage plus 14 (4d6) necrotic damage and the target has disadvantage to attack rolls and saving throw rolls until the end of Lolth's next turn. In addition, the target must succeed on a DC 25 Strength saving throw or be pulled up to 25 feet toward Lolth.

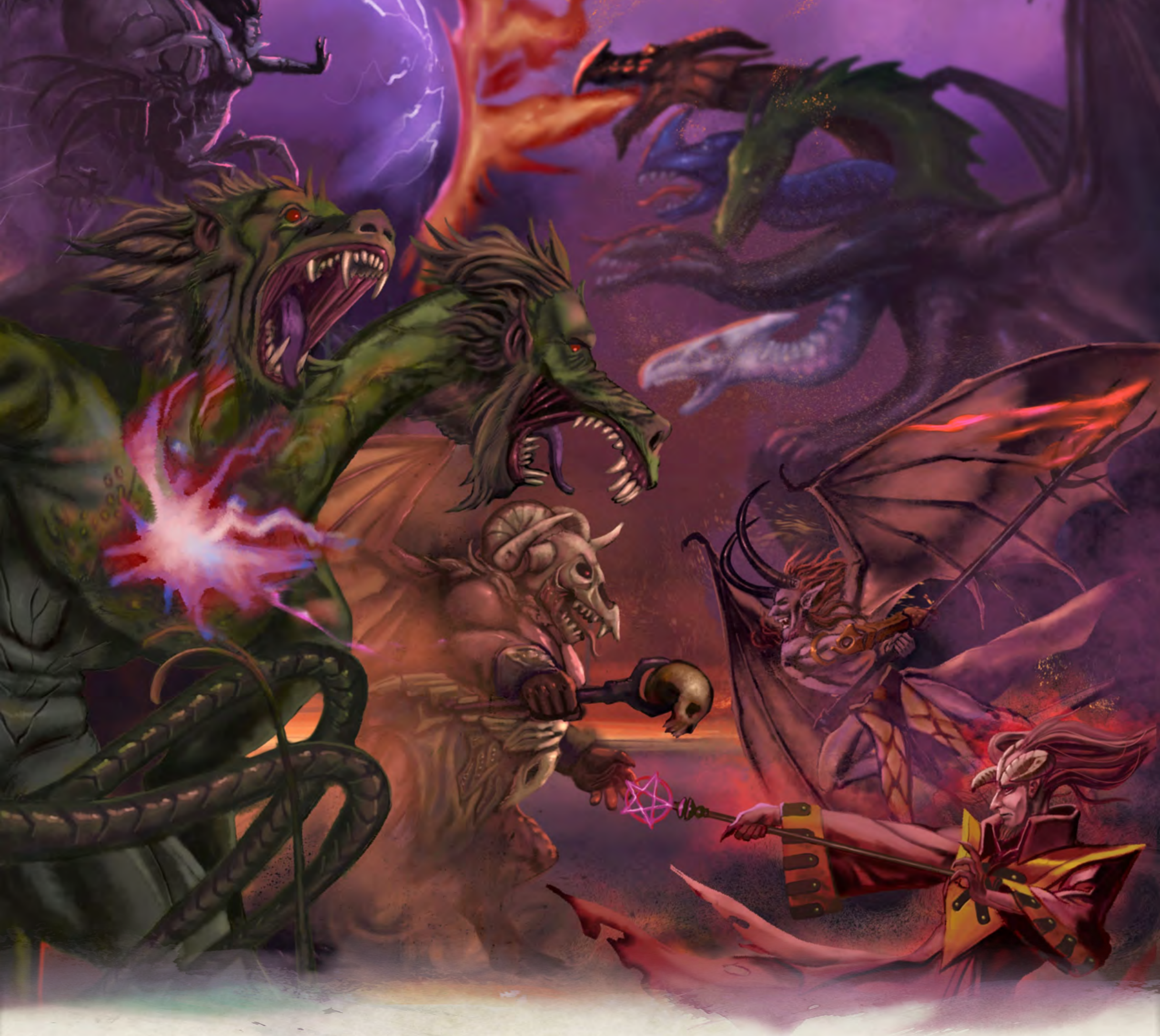
Impaling Foreleg. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 17 (3d6 + 7) piercing damage, and if the target is a creature, it is grappled (escape DC 17). While grappled, the target is restrained, takes 7 (2d6) necrotic damage at the start of each of Lolth's turns, and Lolth can't use one of her Impaling Legs on another target.

Web. *Ranged Weapon Attack:* +15 to hit, range 60/120 ft., one Huge or smaller creature. *Hit:* The creature is restrained by webbing. As an action, the restrained creature can make a DC 22 Strength check, escaping from the webbing on a success. The effect ends if the webbing is destroyed. The webbing has AC 15, 20 hit points, resistance to bludgeoning damage, and immunity to acid, poison, and psychic damage.

LEGENDARY ACTIONS

Lolth can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Lolth regains spent legendary actions at the start of her turn.

Insidious Poison. Lolth chooses one creature within 30 feet that she has poisoned. The target must make a DC 25 Wisdom saving throw. On a failed save, the creature uses its reaction to make a melee weapon attack against a creature of Lolth's choice that Lolth can see.
Web. Lolth uses Web.
Web Crawl. While on webbed surfaces, Lolth moves up to half her speed without provoking opportunity attacks.
Whip (Costs 2 Actions). Lolth makes an Pain Whip attack.
Impale (Costs 2 Actions). Lolth uses her Impaling Foreleg attack.
Summon Handmaiden (Costs 3 Actions). Lolth magically summons a yochlol. The yochlol appears in an unoccupied space within 60 feet of Lolth and acts as Lolth's ally. The yochlol remains until Lolth dies or until she dismisses it as an action.



THE ASPECTS

Deities and fiends will sometimes send a portion of their power to the Prime Material Plane in order to provide assistance to their worshipers. These fragments of spiritual energy manifest in an "Aspect," a being that is similar in form to their originators but are not directly controlled. Instead, they are a separate entity altogether, albeit sharing the same agenda as its progenitor.

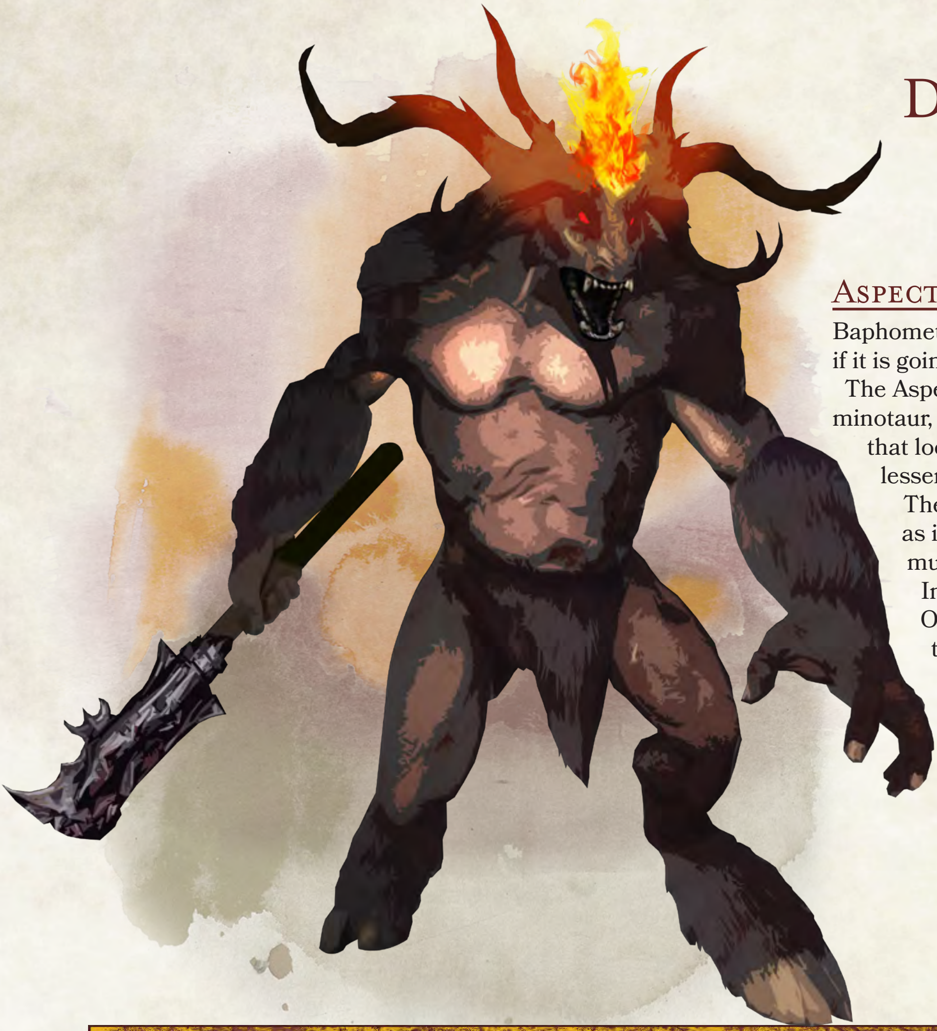
Aspects can never be summoned, but highly favored priests or mages can petition their gods to bestow upon them an Aspect.

Born of Power. Despite being just a portion of the progenitors' power, the Aspects will take a physical and biological form that is nearly identical to their progenitor and with near matching attributes and traits, but obviously scaled down in power. They always appear as large or larger sized forms and will sport a weakened version of their progenitors' favored weapon (should they have one). Unless specified, fiendish Aspects last 666 days before they dissipate, or until recalled by their progenitor.

There can be only One. Only one Aspect can exist at a time, no matter how many times the progenitor creates them. In addition, the progenitor cannot exist in the same plane as its Aspect. When the progenitor creates an Aspect, it actually sends an essence of itself to the destination plane. Only when it reaches that plane does the Aspect form. Once an Aspect is created, the progenitor must recall it first or wait for it to dissipate before it can create another Aspect.

Independent Extension. Aspects are not directly controlled by their progenitor nor can they see through the Aspect's eyes or learn any knowledge the Aspect discovers. They are independent beings after their manifestation and will act in accordance to their alignment and general goal of their progenitor. They are aware that they are not the 'real' beings, but understand that they are an extension and take comfort that once they dissipate, they will return to their real form.

DEMON: THE ASPECTS



ASPECT OF BAPHOMET

Baphomet, the Horned King, may bestow his petitioners an Aspect if it is going to be used to hunt prey.

The Aspect of Baphomet will appear as 15-foot tall dark-furred minotaur, its head topped with six iron horns. It sports a weapon that looks similar to Baphomet's Heartcleaver, but is just a lesser copy.

The Aspect of Baphomet does not share the same cunning as its progenitor, but its savagery and might in combat are much in line with the Prince of Beasts.

In combat, the Aspect will immediately charge at its foes. Only against challenging opponents will the Aspect even think of using its spells or its Frightful Presence ability.

ASPECT OF BAPHOMET

Huge fiend (demon), chaotic evil

Armor Class 16 (natural armor)
Hit Points 150 (12d12 + 72)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	22 (+6)	16 (+3)	20 (+5)	14 (+2)

Skills Intimidation +10, Perception +9
Damage Resistances cold, fire, lightning, bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 120 ft., passive Perception 19
Languages all, telepathy 60 ft.
Challenge 11 (7,200 XP)

Charge. If the Aspect of Baphomet moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 13 (3d8) piercing damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Innate Spellcasting. The Aspect of Baphomet's spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no material components:

At will: *detect magic*
1/day each: *dispel magic, dominate beast, hunter's mark*

Labyrinthine Recall. The Aspect of Baphomet can perfectly recall any path it has traveled, and it is immune to the maze spell.

Legendary Resistance (1/Day). If the Aspect of Baphomet fails a saving throw, it can choose to succeed instead.

Reckless. At the start of its turn, the Aspect of Baphomet can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Multiattack. The Aspect of Baphomet makes three attacks: one with Heartcleaver, one with its bite, and one with its gore attack.

Heartcleaver. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) slashing damage.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage.

Gore. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage.

Frightful Presence. Each creature of the Aspect of Baphomet's choice that is within 120 feet of the Aspect of Baphomet and aware of it must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Aspect of Baphomet's Frightful Presence for the next 24 hours.

LEGENDARY ACTIONS

The Aspect of Baphomet can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Aspect of Baphomet regains spent legendary actions at the start of its turn.

Charge. The Aspect of Baphomet moves up its speed.
Heartcleaver Attack (Costs 2 Actions). The Aspect of Baphomet makes a melee attack with Heartcleaver.

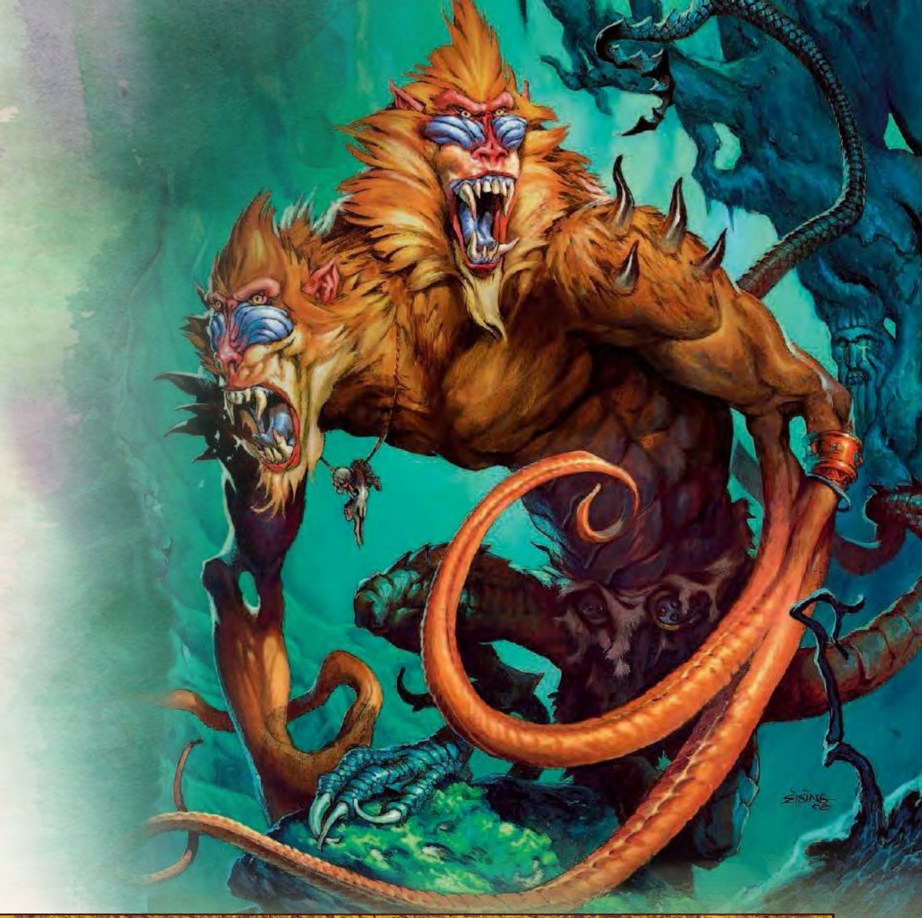
ASPECT OF DEMOGORGON

The Aspect of Demogorgon will be about 15 feet in height with a body of that of a green-scaled dinosaur with a huge forked tail. It's muscular and hairy torso is topped with two leering simian heads that resemble a cross between a baboon and a mandrills.

Of all Aspects, the Aspect of Demogorgon is probably the most difficult to measure and anticipate its actions. Being the embodiment of chaos, madness, and destruction, its worshipers are always taking a huge risk to petition for one. But then again, almost all worshipers of Demogorgon are deranged, if not totally insane.

The Aspect of Demogorgon will act similarly as its progenitor, with its two simian heads not caring where their gaze might land, even if it falls on a loyal worshiper. Which is probably why its worshipers will only petition one when they are in desperate need or in a dire situation, such as when their temple is being attacked by a party of powerful adventurers.

In combat, the Aspect of Demogorgon will seemingly appear to employ random attacks, not focusing on any single target. In truth, each of the two heads are simply following its own tactical course of action and will not work together unless faced with a strong foe.



ASPECT OF DEMOGORGON

Huge fiend (demon), chaotic evil

Armor Class 16 (natural armor)
Hit Points 178 (17d12 + 68)
Speed 50 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	19 (+4)	15 (+2)	13 (+1)	18 (+4)

Skills Insight +6, Perception +11
Damage Resistances cold, fire, lightning, bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 120 ft., passive Perception 21
Languages all, telepathy 60 ft.
Challenge 14 (11,500 XP)

Innate Spellcasting. The Aspect of Demogorgon's spellcasting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no material components:

At will: *detect magic, major image*
1/day each: *dispel magic, fear, telekinesis*

Legendary Resistance (1/Day). If the Aspect of Demogorgon fails a saving throw, it can choose to succeed instead.

Two Heads. The Aspect of Demogorgon has advantage on saving throws against being blinded, deafened, stunned, or knocked unconscious.

ACTIONS

Multiattack. The Aspect of Demogorgon makes two tentacle attacks.

Tentacle. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0.

Gaze. The Aspect of Demogorgon turns its magical gaze toward one creature that it can see within 60 feet of it. That target must make a DC 17 Wisdom saving throw. Unless the target is incapacitated, it can avert its eyes to avoid the gaze and to automatically succeed on the save. If the target does so, it can't see the Aspect of Demogorgon until the start of the Aspect of Demogorgon's next turn. If the target looks at the Aspect of Demogorgon in the meantime, it must immediately make the save.

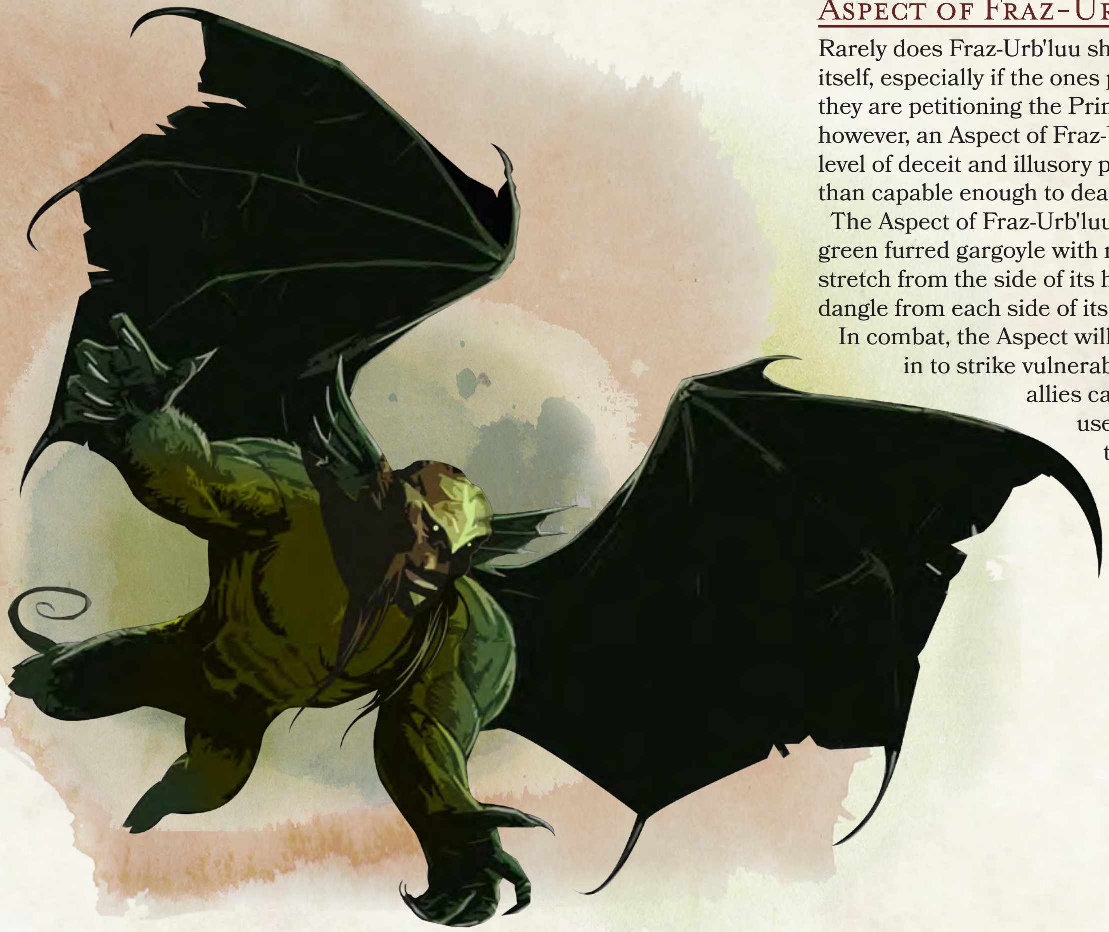
If the target fails the save, the target suffers one of the following effects of the Aspect of Demogorgon's choice or at random:

1. Beguiling Gaze. The target is stunned until the start of the Aspect of Demogorgon's next turn or until the Aspect of Demogorgon is no longer within line of sight.
2. Hypnotic Gaze. The target is charmed by the Aspect of Demogorgon until the start of the Aspect of Demogorgon's next turn. The Aspect of Demogorgon chooses how the charmed target uses its actions, reactions, and movement. Because this gaze requires the Aspect of Demogorgon to focus both heads on the target, it can't use his Maddening Gaze legendary action until the start of its next turn.
3. Insanity Gaze. The target suffers the effect of the confusion spell without making a saving throw. The effect lasts until the start of the Aspect of Demogorgon's next turn. The Aspect of Demogorgon doesn't need to concentrate on the spell.

LEGENDARY ACTIONS

The Aspect of Demogorgon can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Aspect of Demogorgon regains spent legendary actions at the start of its turn.

Tail. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage plus 9 (2d8) necrotic damage.
Maddening Gaze. The Aspect of Demogorgon uses his Gaze action, and must choose either the Beguiling Gaze or the Insanity Gaze effect.



Aspect of Fraz-Urb'luu

Rarely does Fraz-Urb'luu share its essence to create an Aspect of itself, especially if the ones petitioning for one are unaware that they are petitioning the Prince of Deception. If it ever happens, however, an Aspect of Fraz-Urb'luu may not share the same skill level of deceit and illusory powers of its progenitor, but it is more than capable enough to deal with most enemies.

The Aspect of Fraz-Urb'luu will appear as a 10-foot tall muscular, green furred gargoyle with reptilian features. Large fin-like ears stretch from the side of its head and long tendril-like whiskers dangle from each side of its chin.

In combat, the Aspect will employ hit and run tactics, swooping in to strike vulnerable targets and flying away before its allies can help. In between those strikes it will use its spells such like Phantasmal Killer to take out those that are most likely to be susceptible to it.

Aspect of Fraz-Urb'luu

Large fiend (demon), chaotic evil

Armor Class 15 (natural armor)
Hit Points 142 (15d10 + 60)
Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	19 (+4)	19 (+4)	18 (+4)	19 (+4)

Skills Deception +8, Perception +8, Stealth +5
Damage Resistances cold, fire, lightning, bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 120 ft., passive Perception 18
Languages all, telepathy 60 ft.
Challenge 11 (7,200 XP)

Innate Spellcasting. The Aspect of Fraz-Urb'luu's spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no material components:

At will: *alter self* (can become Medium when changing its appearance), *detect magic*
3/day: *dispel magic, phantasmal force*
1/day: *confusion*

Legendary Resistance (1/Day). If the Aspect of Fraz-Urb'luu fails a saving throw, it can choose to succeed instead.

Undetectable. Fraz-Urb'luu can't be targeted by divination magic, perceived through magical scrying sensors, or detected by abilities that sense demons or fiends.

Actions

Multiattack. The Aspect of Fraz-Urb' luu makes three attacks: one with its bite and two with his fists.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

Fist. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit* : 14 (2d8 + 5) bludgeoning damage.

Legendary Actions

The Aspect of Fraz-Urb'luu can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Aspect of Fraz-Urb'luu regains spent legendary actions at the start of its turn.

Tail. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage. If the target is a Large or smaller creature, it is also grappled (escape DC 17). The grappled target is also restrained. The Aspect of Fraz-Urb'luu can grapple only one creature with his tail at a time.

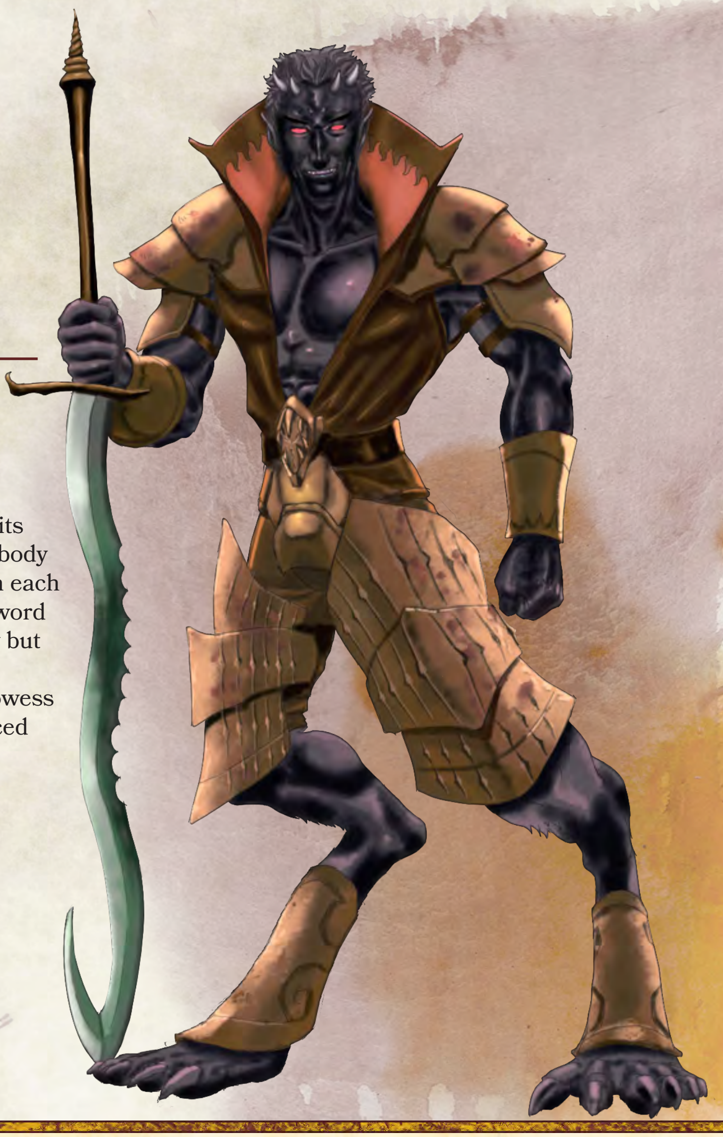
Phantasmal Killer (Costs 2 Actions). Fraz-U rb'luu casts phantasmal killer, no concentration required.

ASPECT OF GRAZ'ZT

Of all demon lords of the Abyss, Graz'zt is the most likely to grant a follower's petition for an Aspect. The Dark Prince of Pleasure, unable to resist feeding his vanity, enjoys the awe his Aspect inspires upon his worshipers.

The Aspect of Graz'zt stands just slightly smaller than its handsome progenitor at nearly 9-feet tall. Its muscular body is covered in dark purplish skin, and it has six fingers on each hand as well as six toes on each foot. It wields a greatsword that has the likeness and near power of Wave of Sorrow but nowhere near Graz'zt's skill in combat and magic.

In combat the Aspect will rely mostly on its martial prowess and Wave of Sorrow. It will only resort to its spells if faced with a challenging foe.



ASPECT OF GRAZ'ZT

Large fiend (demon), chaotic evil

Armor Class 15 (natural armor)
Hit Points 153 (18d10 + 54)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	16 (+3)	17 (+3)	16 (+3)	19 (+4)

Skills Deception +8, Insight +7, Perception +7, Persuasion +8
Damage Resistances cold, fire, lightning, bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 120 ft., passive Perception 17
Languages all, telepathy 60 ft.
Challenge 12 (8,400 XP)

Shapechanger. The Aspect of Graz'zt can use its action to polymorph into a form that resembles a Medium humanoid, or back into its true form. Aside from its size, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed.

Innate Spellcasting. The Aspect of Graz'zt's spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no material components:

At will: *charm person, detect magic*
3/day: *crown of madness, dispel magic, dissonant whispers*
1/day: *dominate person, greater invisibility*

Legendary Resistance (1/Day). If the Aspect of Graz'zt fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The Aspect of Graz'zt attacks twice with Wave of Sorrow.

Wave of Sorrow (Creatsword). *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (4d6 + 4) slashing damage plus 7 (2d6) acid damage.

Teleport (Recharges 5-6). The Aspect of Graz'zt magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

LEGENDARY ACTIONS

The Aspect of Graz'zt can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Aspect of Graz'zt regains spent legendary actions at the start of its turn.

Dance, My Puppet! One creature charmed by the Aspect of Graz'zt that the Aspect of Graz'zt can see must use its reaction to move up to its speed as the Aspect of Graz'zt directs.

Sow Discord. The Aspect of Graz'zt casts crown of madness or dissonant whispers.

Teleport. The Aspect of Graz'zt uses its Teleport action, if available.

Attack (Costs 2 Actions). The Aspect of Graz'zt attacks once with Wave of Sorrow.

ASPECT OF JUIBLEX

Of all demon lords, the least likely to ever bestow an Aspect is Juiblex. The Faceless Lord is apathetic, even to its own worshipers. It would take a very specific reason for it to ever allow it, which is the promise to be able to consume and absorb an insurmountable number of living matter, such as unleashing the Aspect in the middle of a human bustling city or an elven tree-home community.

The Aspect of Juiblex will resemble a 9-foot tall, horrid-looking amorphous mound of greenish, slimy ooze with numerous tendrils. Its glistening, slimy body is riddled with pulsating blood-shot eyes and gaping, biting maws ridged with sharp teeth.

In combat, the Aspect will use its Eject Slime against armored targets and then concentrate its acid lash attacks against the most vulnerable foe, attempting to kill it quickly so it can consume it. It will seldom use its spells, unless to finish off a foe.

ASPECT OF JUIBLEX

Huge fiend (demon), chaotic evil

Armor Class 14 (natural armor)
Hit Points 161 (17d12 + 51)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	17 (+3)	15 (+2)	15 (+2)	14 (+2)

Skills Intimidation +10, Perception +10
Damage Resistances cold, fire, lightning, bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 120 ft., passive Perception 20
Languages all, telepathy 60 ft.
Challenge 11 (7,200 XP)

Foul. Any creature, other than an ooze, that starts its turn within 10 feet of the Aspect of Juiblex must succeed on a DC 21 Constitution saving throw or be poisoned until the start of the creature's next turn.

Innate Spellcasting. The Aspect of Juiblex's spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no material components:

At will: *acid splash* (3d6 damage), *detect magic*
1/day each: *blight, contagion, gaseous form*

Legendary Resistance (1/Day). If the Aspect of Juiblex fails a saving throw, it can choose to succeed instead.

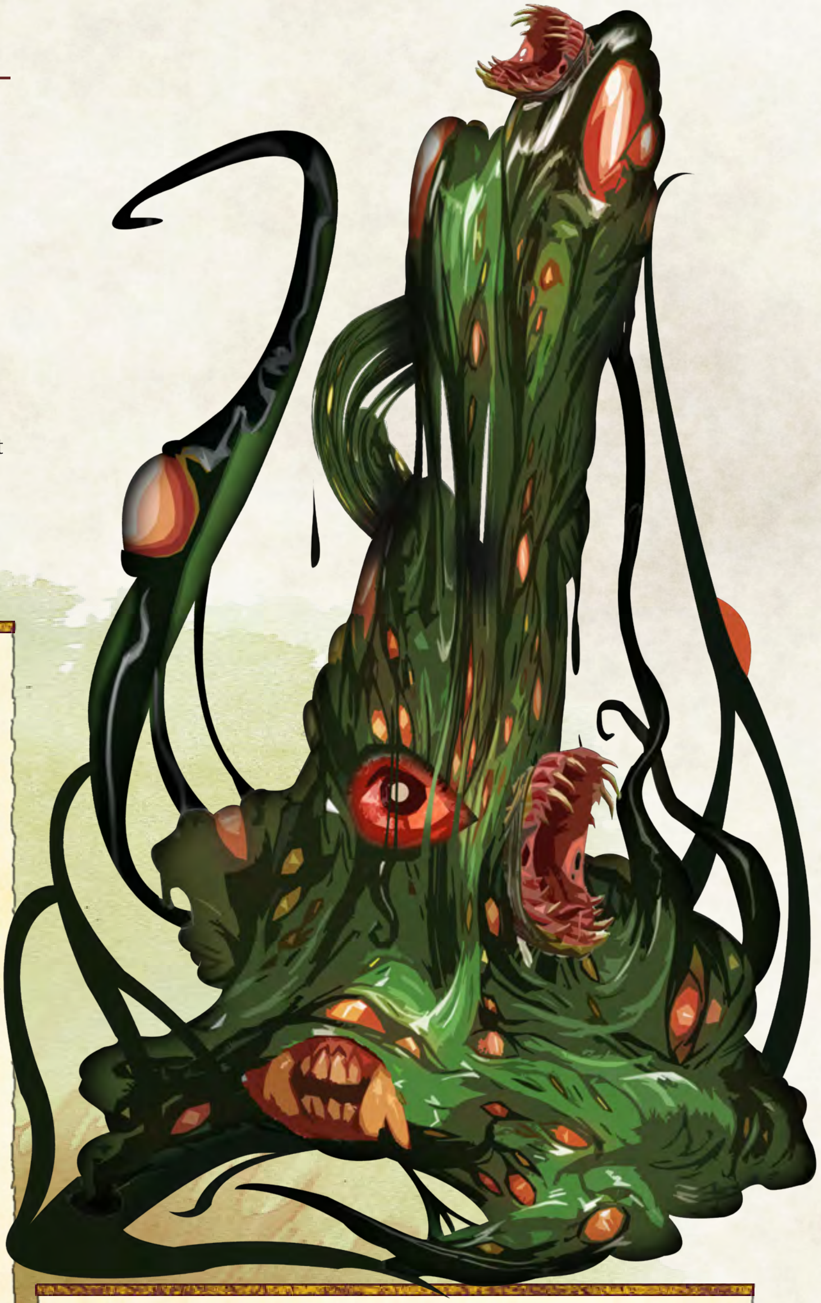
Regeneration. The Aspect of Juiblex regains 10 hit points at the start of its turn. If it takes fire or radiant damage, this trait doesn't function at the start of its next turn. The Aspect of Juiblex dies only if it starts its turn with 0 hit points and doesn't regenerate.

Spider Climb. The Aspect of Juiblex can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The Aspect of Juiblex makes three acid lash attacks.

Acid Lash. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) acid damage. Any creature killed by this attack is drawn into the Aspect of Juiblex's body, and the corpse is obliterated after 1 hour.



Eject Slime (Recharge 5-6). The Aspect of Juiblex spews out a corrosive slime, targeting one creature that it can see within 60 feet of it. The target must make a DC 15 Dexterity saving throw. On a failure, the target takes 27 (5d10) acid damage. Unless the target avoids taking any of this damage, any nonmagical metal armor worn by the target takes a permanent -1 penalty to the AC it offers, and any nonmagical metal weapon it is carrying or wearing takes a permanent - 1 penalty to damage rolls. The penalty worsens each time a target is subjected to this effect. If the penalty on an object drops to -5, the object is destroyed.

LEGENDARY ACTIONS

The Aspect of Juiblex can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Aspect of Juiblex regains spent legendary actions at the start of its turn.

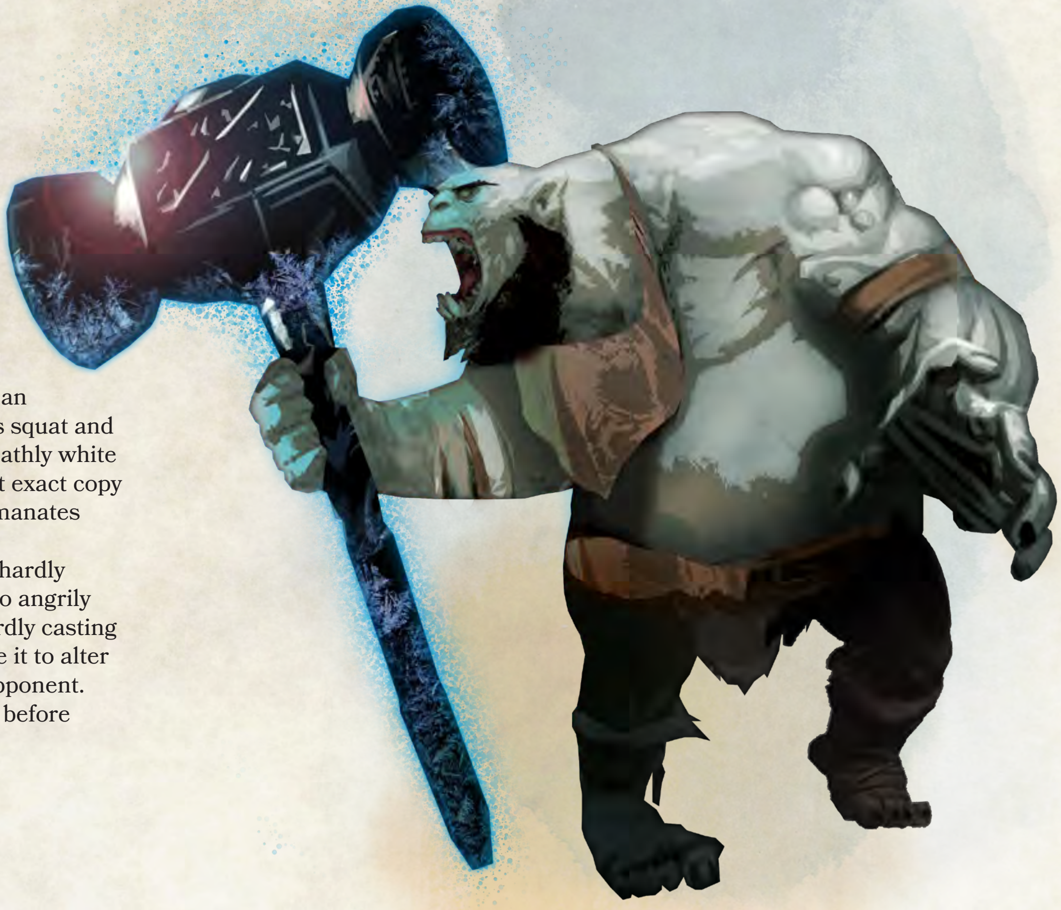
Acid Splash. The Aspect of Juiblex casts acid splash.
Attack. The Aspect of Juiblex makes one acid lash attack.
Corrupting Touch (Costs 2 Actions). *Melee Weapon Attack:* + 8 to hit, reach 10 ft., one creature. *Hit:* 14 (3d6 + 4) poison damage, and the target is slimed. Until the slime is scraped off with an action, the target is poisoned, and any creature, other than an ooze, is poisoned while within 10 feet of the target.

Aspect of Kostchtchie

Kostchtchie will only answer petitions from his frost giant worshipers, and if ever, it doesn't take much effort for as long as it allows the Aspect to unleash its bloodthirsty rage and wreak havoc against as many enemies as possible.

The Aspect is nearly identical in size with its progenitor, resembling a cross between an ogre and a frost giant. Its muscular body is squat and rotund and stands about , and its skin is deathly white with shades of icy blue. It wields an almost exact copy of its mighty, oversized warhammer that emanates bluish frost.

In combat, the Aspect of Kostchtchie will hardly deviate from its course of action, which is to angrily crush and maim as many foes as it can, hardly casting any spells. The only thing that would cause it to alter its actions is when it spots a challenging opponent. It would then use its curse on its opponent before charging towards it.



Aspect of Kostchtchie

Large fiend (demon), chaotic evil

Armor Class 14 (natural armor)
Hit Points 147 (14d10 + 70)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	20 (+5)	13 (+1)	16 (+3)	14 (+2)

Skills Intimidation +7, Perception +8, Survival +8
Damage Resistances fire, lightning, bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 120 ft., passive Perception 18
Languages all, telepathy 60 ft.
Challenge 13 (10,000 XP)

Innate Spellcasting. The Aspect of Kostchtchie's spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no material components:

At will: *command, darkness*
1/day each: *dispel evil and good, telekinesis, wind walk*

Legendary Resistance (1/Day). If the Aspect of Kostchtchie fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The Aspect of Kostchtchie makes two melee attacks, only one of which can be a bite attack.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) piercing damage.

Matalotok (Warhammer). *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage, or 17 (2d10 + 6) bludgeoning damage if used with two hands to make a melee attack, and the weapon emits a burst of cold that deals 10 (3d6) cold damage to each creature within 30 feet of it.

Legendary Actions

The Aspect of Kostchtchie can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Aspect of Kostchtchie regains spent legendary actions at the start of its turn.

Charge. The Aspect of Kostchtchie moves up to its speed.
Attack (Costs 2 Actions). The Aspect of Kostchtchie makes one melee weapon attack.
Curse (Costs 2 Actions). The Aspect of Kostchtchie curses one creature it can see within 60 feet of it. The cursed creature gains vulnerability to all damage dealt by the Aspect of Kostchtchie until the end of the Aspect of Kostchtchie's next turn.

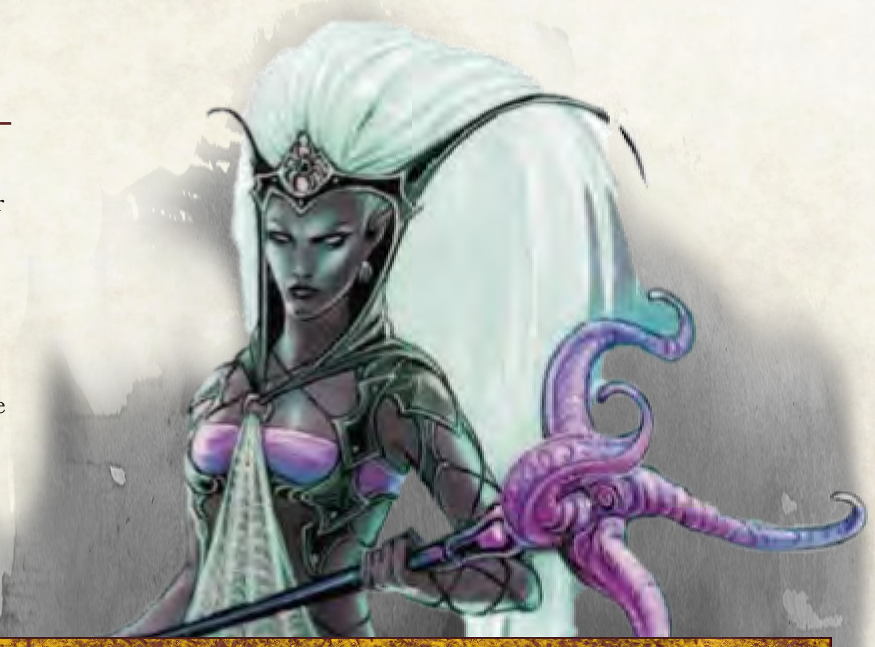
ASPECT OF LOLTH

The Demon Queen of Spiders will only answer petitions from a favored drow worshiper, and only if the petition has something to do with taking vengeance against an entity or organization Lolth hates.

The Aspect of Lolth will always appear as that of Lolth's drider-form or that of a horrid-looking huge spider with Lolth's strikingly beautiful head.

While it may not match the natural cunning of its progenitor, the Aspect will still personify her extreme cruelty and hatred against all non-Drow races and will take great pleasure in tormenting and destroying its foes.

In combat, it will first cause as much pain and suffering on its targets, toying with them for as much as she can. Only when it feels threatened will it make use of its full powers to bring them down.



ASPECT OF LOLTH

Huge fiend (demon), chaotic evil

Armor Class 18 (natural armor)
Hit Points 152 (16d12 + 48)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	17 (+3)	19 (+4)	19 (+4)	22 (+6)

Skills Deception +11, Perception +9, Stealth +8
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 240 ft., truesight 120 ft., passive Perception 19
Languages Abyssal, Common, Elvish, telepathy 120 ft.
Challenge 15 (13,000 XP)

Innate Spellcasting. The Aspect of Lolth's spellcasting ability is Charisma (spell save DC 19). It can innately cast the following spells, requiring no material components:

At will: *alter self* (can become a Medium female Drow when changing her appearance), *detect magic, poison spray* (3d12 damage), *web*
1/day each: *confusion, dispel magic, dominate person, fly*

Legendary Resistance (1/Day). If the Aspect of Lolth fails a saving throw, it can choose to succeed instead.

Noxious Webs. A creature that starts its turn in a space filled with or restrained by webbing created by the Aspect of Lolth (either by her Web attack or her spell) takes 3 (1d6) acid damage.

Regeneration. If the Aspect of Lolth has at least 1 hit point, it regains 10 hit points at the start of her turn.

Spider Climb. The Aspect of Lolth can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the Aspect of Lolth knows the exact location of any creature in contact with the same web.

Web Walker. The Aspect of Lolth ignores movement restrictions caused by webbing.

ACTIONS

Multiattack. The Aspect of Lolth uses Web and makes four attacks: one with its bite, one with its Pain Whip, and two with its Impaling Forelegs.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, and if the target is a creature, it must succeed on a DC 16 Constitution saving throw. If the saving throw fails by 5 or more, the creature is reduced to 0 hit points, unless it is immune to poison damage. Otherwise, a creature takes 11 (2d10) poison damage and is poisoned for 1 minute on a failed save. While poisoned, a creature takes 11 (2d10) poison damage at the end of each of its turns. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Pain Whip. *Melee Weapon Attack:* +9 to hit, reach 30 ft., one target. *Hit*: 11 (2d6 + 4) slashing damage plus 7 (2d6) necrotic damage and the target has disadvantage to attack rolls and saving throw rolls until the end of the Aspect of Lolth's next turn. In addition, the target must succeed on a DC 17 Strength saving throw or be pulled up to 25 feet toward the Aspect of Lolth.

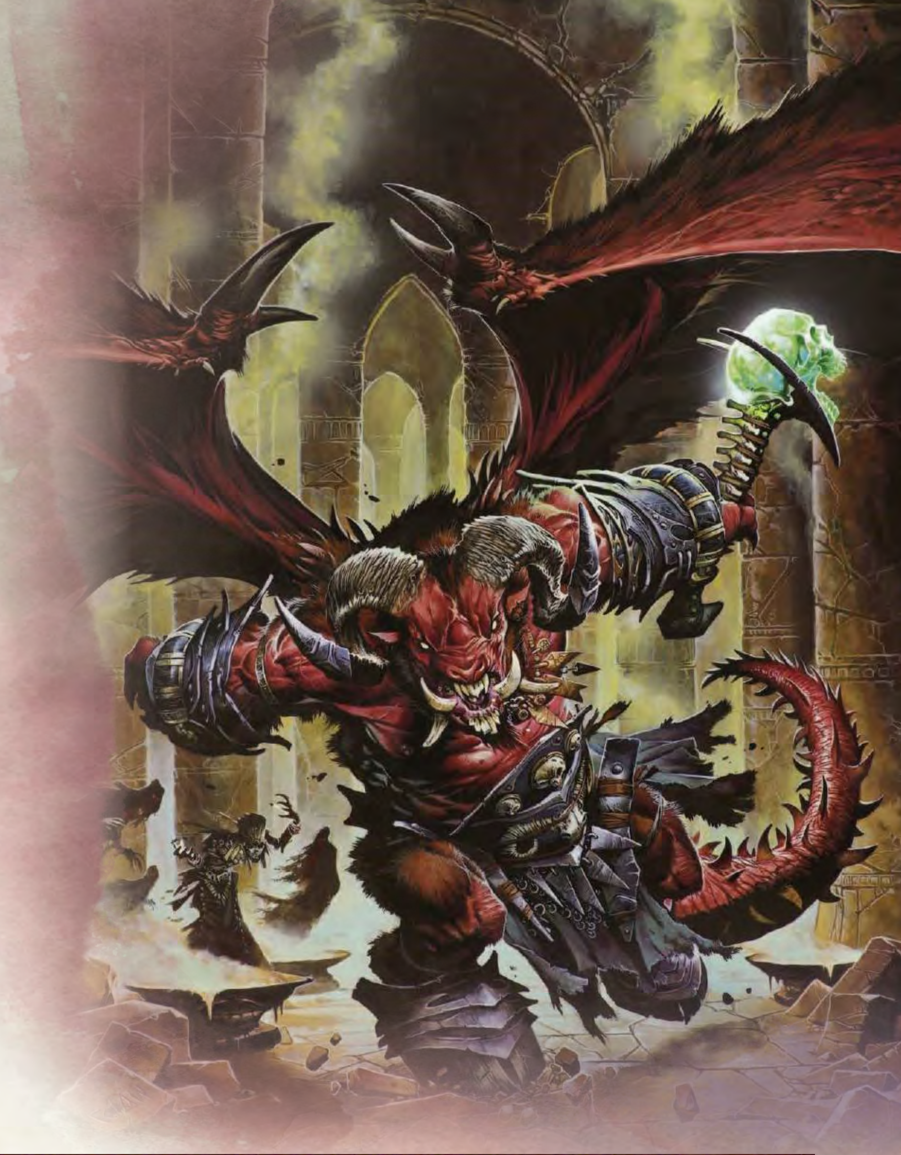
Impaling Foreleg. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage, and if the target is a creature, it is grappled (escape DC 14). While grappled, the target is restrained, takes 3 (1d6) necrotic damage at the start of each of the Aspect of Lolth's turns, and the Aspect of Lolth can't use one of its Impaling Legs on another target.

Web. *Ranged Weapon Attack:* +9 to hit, range 60/120 ft., one Huge or smaller creature. *Hit:* The creature is restrained by webbing. As an action, the restrained creature can make a DC 16 Strength check, escaping from the webbing on a success. The effect ends if the webbing is destroyed. The webbing has AC 12, 10 hit points, resistance to bludgeoning damage, and immunity to acid, poison, and psychic damage.

LEGENDARY ACTIONS

The Aspect of Lolth can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Aspect of Lolth regains spent legendary actions at the start of its turn.

Insidious Poison. The Aspect of The Aspect of Lolth chooses one creature within 30 feet that it has poisoned. The target must make a DC 19 Wisdom saving throw. On a failed save, the creature uses its reaction to make a melee weapon attack against a creature of the Aspect of Lolth's choice that the Aspect of Lolth can see.
Web. The Aspect of Lolth uses Web.
Web Crawl. While on webbed surfaces, the Aspect of Lolth moves up to half its speed without provoking opportunity attacks.
Whip (Costs 2 Actions). The Aspect of Lolth makes a Pain Whip attack.
Impale (Costs 2 Actions). The Aspect of Lolth uses its Impaling Foreleg attack.



ASPECT OF ORCUS

Petitioning Orcus for an Aspect will only have a chance of success if the reason for the petition furthers the goal of the Demon Prince of Undeath, which is the nullification of all life.

The Aspect of Orcus stands about 12-feet tall and has a disgusting corpulent body that is covered with animal hair. Its head and legs resembles that of an emaciated giant goat's and massive leathery bat-like wings spread from its back. In its hand is a lesser but still potent copy of its dreadful weapon, the Wand of Orcus.

The Aspect of Orcus always begins combat summoning undead before wading into battle. If it finds an opportunity to trap or block targets within melee range from escaping, it will use its Creeping Death ability and cast it centered on itself.

ASPECT OF ORCUS

Huge fiend (demon), chaotic evil

Armor Class 12 (natural armor), 15 with the *Wand of Orcus*
Hit Points 189 (18d12 + 72)
Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	19 (+4)	15 (+2)	15 (+2)	19 (+4)

Skills Arcana +7, Perception +7
Damage Resistances cold, fire, lightning, bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 120 ft., passive Perception 17
Languages all, telepathy 60 ft.
Challenge 14 (11,500 XP)

Wand of Orcus. The wand has 3 charges, and any of its properties that require a saving throw have a save DC of 18. While holding it, the Aspect of Orcus can use an action to cast *animate dead*, *blight*, or *speak with dead*.

Innate Spellcasting. The Aspect of Orcus's spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *chill touch* (3d8 damage), *detect magic*
1/day each: *create undead, dispel magic*

Legendary Resistance (1/Day). If the Aspect of Orcus fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The Aspect of Orcus makes two Wand of Orcus attacks.

Wand of Orcus. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage plus 6 (1d12) necrotic damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage plus 4 (1d8) poison damage.

LEGENDARY ACTIONS

The Aspect of Orcus can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Aspect of Orcus regains spent legendary actions at the start of its turn.

Tail. The Aspect of Orcus makes one tail attack.
A Taste of Undeath. The Aspect of Orcus casts *chill touch* (3d8 damage).
Creeping Death (Costs 2 Actions). The Aspect of Orcus chooses a point on the ground that it can see within 50 feet of it. A cylinder of swirling necrotic energy 60 feet tall and with a 10-foot radius rises from that point and lasts until the end of Aspect of Orcus's next turn. Creatures in that area have vulnerability to necrotic damage.

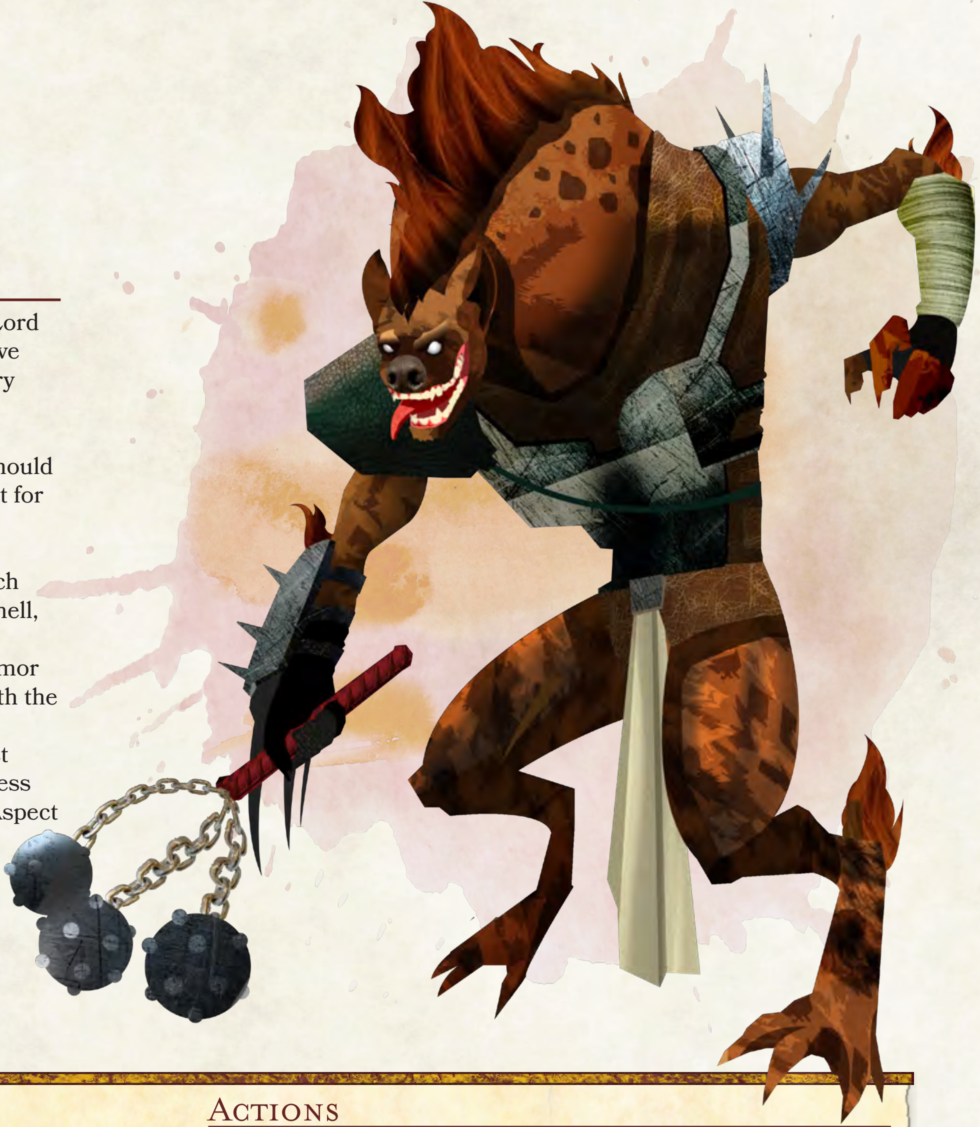
Aspect of Yeenoghu

The demon lord and god of gnolls, Yeenoghu, the Lord of Savagery, desires slaughter and destruction above everything else. He enjoys inflicting pain and misery to his victims before he killing them, and crushing everyone else's hopes.

For Yeenoghu to grant an Aspect, the petitioner should be a powerful gnoll or flind with and use the Aspect for furthering the Beast of Butchery's desires.

The Aspect of Yeenoghu appears as a 12-foot tall, gaunt gnoll with emaciated features. Its body, which radiates an overpowering and disgusting musky smell, is covered with a leathery hide topped with a dirty orange mane, and protected with garish, spiked armor scraps tied together with chains and decorated with the flayed skin of its progenitor's foes.

In combat, the Aspect of Yeenoghu will mostly just attack with its flail, never bothering with spells unless the situation warrants it. If given the chance, the Aspect will not immediately kill those it fights. Instead, it will maim them first, then slay and devour those they love in front of them. Only when it has broken its foes will it finish them off.



Aspect of Yeenoghu

Huge fiend (demon), chaotic evil

Armor Class 15 (natural armor)
Hit Points 142 (15d12 + 45)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	17 (+3)	11 (+0)	18 (+4)	11 (+0)

Skills Intimidation +4, Perception +8
Damage Resistances cold, fire, lightning, bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 120 ft., passive Perception 18
Languages all, telepathy 60 ft.
Challenge 12 (8,400 XP)

Innate Spellcasting. The Aspect of Yeenoghu's spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

At will: *detect magic*
1/day each: *dispel magic, fear, invisibility*

Legendary Resistance (1/Day). If the Aspect of Yeenoghu fails a saving throw, it can choose to succeed instead.

Rampage. When the Aspect of Yeenoghu reduces a creature to 0 hit points with a melee attack on its turn, the Aspect of Yeenoghu can take a bonus action to move up to half his speed and make a bite attack.

Actions

Multiattack. The Aspect of Yeenoghu makes three flail attacks. If an attack hits, it can cause it to create an additional effect of his choice or at random (each effect can be used only once per Multiattack):

1. The attack deals an extra 9 (2d8) bludgeoning damage.
2. The target must succeed on a DC 12 Constitution saving throw or be paralyzed until the start ofYeenoghu's next turn.
3. The target must succeed on a DC 12 Wisdom saving throw or be affected by the confusion spell until the start of Yeenoghu's next turn.

Flail. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 11 (1d10 + 6) bludgeoning damage.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft ., one target. *Hit:* 10 (1d8 + 6) piercing damage.

Legendary Actions

The Aspect of Yeenoghu can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Aspect of Yeenoghu regains spent legendary actions at the start of its turn.

Charge. The Aspect of Yeenoghu moves up to its speed.
Swat Away (Costs 2 Actions). The Aspect of Yeenoghu makes a flail attack. If the attack hits, the target must succeed on a DC 18 Strength saving throw or be pushed 15 feet in a straight line away from the Aspect of Yeenoghu. If the saving throw fails by 5 or more, the target falls prone.
Savage (Costs 3 Actions). The Aspect of Yeenoghu makes a bite attack against each creature within 10 feet of it.

Aspect of Zuggtmoy

Large fiend (demon), chaotic evil

Armor Class 14 (natural armor)
Hit Points 142 (19d10 + 38)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	15 (+2)	14 (+2)	18 (+4)

Skills Perception +6
Damage Resistances cold, fire, lightning, bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 120 ft., passive Perception 16
Languages all, telepathy 60 ft.
Challenge 11 (7,200 XP)

Innate Spellcasting. The Aspect of Zuggtmoy's spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no material components:

At will: *detect magic, locate animals or plants, ray of sickness*
1/day: *dispel magic, ensnaring strike, entangle, plant growth*

Legendary Resistance (1/Day). If the Aspect of Zuggtmoy fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The Aspect of Zuggtmoy makes three pseudopod attacks.

Pseudopod. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 4 (1d8) poison.

Infestation Spores (1/ Day). The Aspect of Zuggtmoy releases spores that burst out in a cloud that fills a 20-foot-radius sphere centered on itself, and it lingers for 1 minute. Any flesh-and-blood creature in the cloud when it appears, or that enters it later, must make a DC 14 Constitution saving throw. On a successful save, the creature can't be infected by these spores for 24 hours. On a failed save, the creature is infected with a disease called the spores of Zuggtmoy. While infected in this way, the creature can't be reinfected, and it must repeat the saving throw at the end of every 24 hours, ending the infection on a success. On a failure, the infected creature's body is slowly taken over by fungal growth, and after three such failed saves, the creature dies and is reanimated as a spore servant if it's a type of creature that can be (see the "Myconids" entry in the Monster Manual).

Mind Control Spores (Recharge 6). The Aspect of Zuggtmoy releases spores that burst out in a cloud that fills a 20-foot-radius sphere centered on itself, and it lingers for 1 minute. Humanoids and beasts in the cloud when it appears, or that enter it later, must make a DC 14 Wisdom saving throw. On a successful save, the creature can't be infected by these spores for 24 hours. On a failed save, the creature is infected with a disease called the influence of Zuggtmoy for 24 hours. While infected in this way, the creature is charmed by the Aspect of Zuggtymoy and can't be reinfected by these spores.

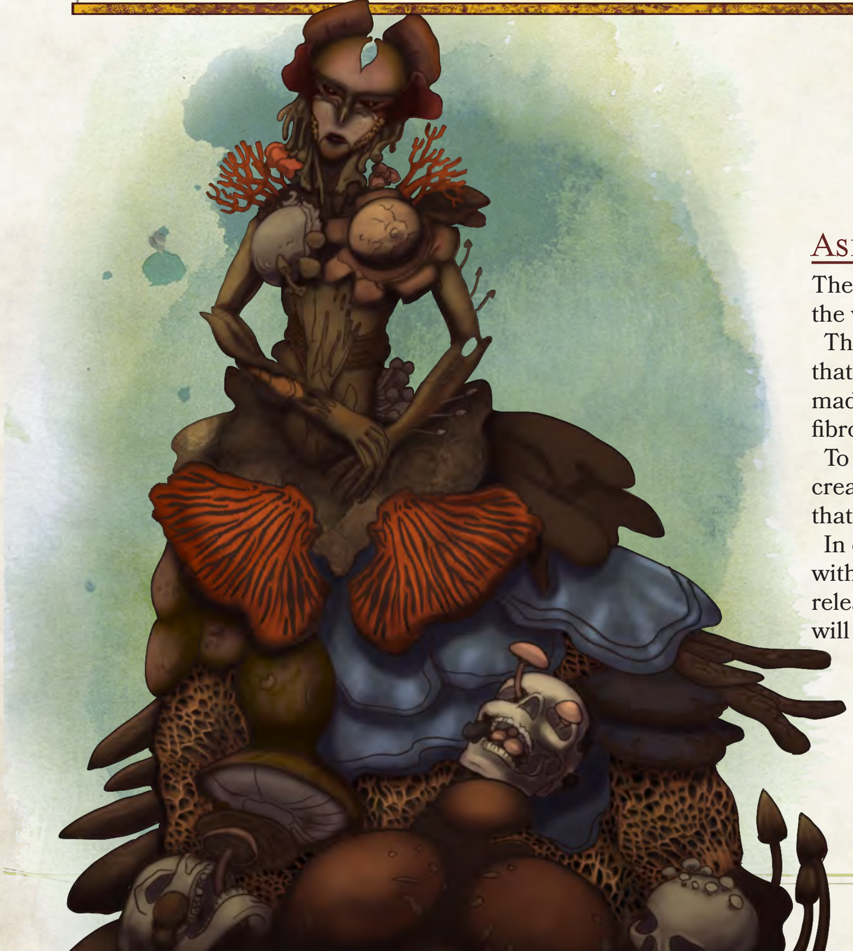
Reactions

Protective Thrall. When the Aspect Zuggtmoy is hit by an attack, one creature within 5 feet of the Aspect of Zuggtmoy that is charmed by it must use its reaction to be hit by the attack instead.

Legendary Actions

The Aspect of Zuggtmoy can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Aspect of Zuggtmoy regains spent legendary actions at the start of its turn.

Attack. Zuggtmoy makes one pseudopod attack.
Exert Will. One creature charmed by the Aspect of Zuggtmoy that it can see must use its reaction to move up to its speed as it directs or to make a weapon attack against a target that it designates.



Aspect of Zuggtmoy

The Demon Queen of Fungi may grant petitioners her Aspect if the will use it to infect as many living creatures with her spores.

The Aspect of Zuggtmoy looks like a 14-foot tall fungal creature that has the features of a female humanoid dressed in a faux gown made of lichen and mycelium. Sprouting from its lower torso are fibrous tentacle-like pseudopods that excrete poison.

To prepare for a big fight, the Aspect of Zuggtmoy will always create thralls and spore creatures first. Only when it is satisfied that is has enough, will it venture forth to seek its enemies.

In combat, the Aspect of Zuggtmoy will lash at and batter its foes with its pseudopods. If it can catch more than two targets, it will release its infestation spores. Those that survive its initial attacks will be subjected to its mind control spores.

Derro

Derro Berserker

Berserkers are usually placed at the frontlines of battles and hunting parties not just because of their fighting prowess, but because no one else wants to fight beside them. Berserkers are rabidly aggressive and are prone to attack anything it sees, enemies and derro alike. Hook guards and thugs placed in the frontlines keep berserkers at bay with their spears while taskmasters keep their rage focused on enemies.

Derro Berserker

Small humanoid (derro), chaotic evil

Armor Class 14 (hide)
Hit Points 33 (6d6 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	11 (+0)	5 (-3)	9 (-1)

Skills Stealth +4
Senses darkvision 120 ft., passive Perception 7
Languages Dwarvish, Undercommon
Challenge 1 (200 XP)

Magic Resistance. The derro has advantage on saving throws against spells and other magical effects.

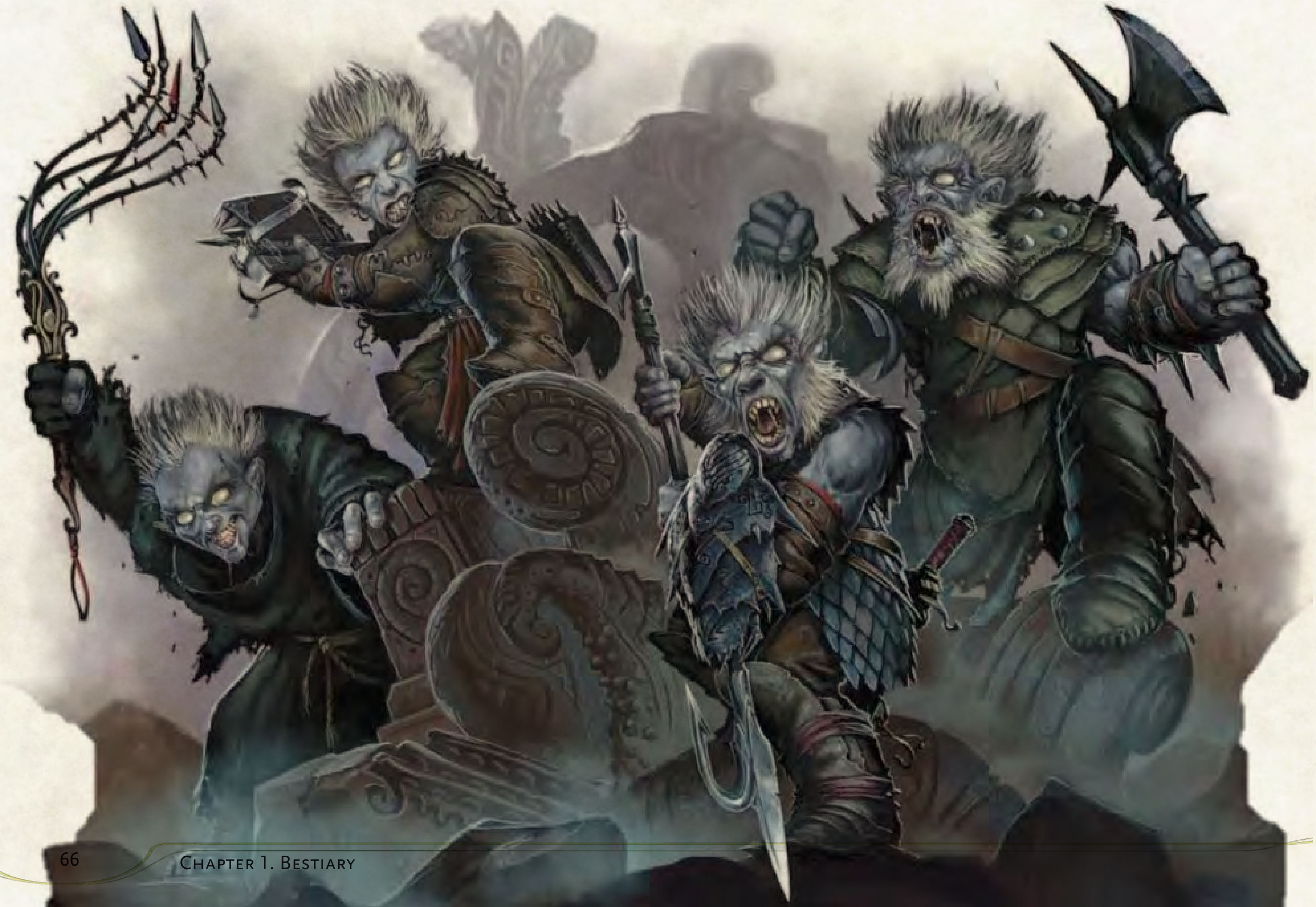
Reckless. At the start of its turn, the derro can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Sunlight Sensitivity. While in sunlight, the derro has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The derro makes two melee attacks.

Battleaxe. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.



Derro Hookguard

Hookguards specialize in keeping foes' attention on themselves and away from their more vulnerable allies. They savagely run after any who try to move past their guard.

Derro Hookguard

Small humanoid (derro), chaotic evil

Armor Class 15 (scale mail)
Hit Points 44 (8d6 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	11 (+0)	5 (-3)	9 (-1)

Skills Stealth +3
Senses darkvision 120 ft., passive Perception 7
Languages Dwarvish, Undercommon
Challenge 2 (450 XP)

Magic Resistance. The derro has advantage on saving throws against spells and other magical effects.

Punish the Marked (1/Turn). As a bonus action, the derro can make a melee weapon attack against a creature marked by it if the creature dealt damage to anyone other than the derro during the last turn. The derro's melee weapon attack has advantage on the attack roll, and if it hits, the attack's weapon deals an extra 3 (1d6) damage to the target.

Sunlight Sensitivity. While in sunlight, the derro has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The derro makes two melee attacks.

Hooked Spear. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage. If the target is Medium or smaller, the derro can choose to deal no damage and knock it prone. In either case, the target is marked until the end of the derro's next turn. This effect ends early if the derro is incapacitated or it dies, or if someone else marks the target. While it is within 5 feet of the derro, a creature marked by the derro has disadvantage on any attack roll that doesn't target the derro.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Derro Master Savant

Derro savants who are favored by their deity, Diirinka, eventually become master savants. These unique savants are divine souls blessed with the ability to unleash both arcane and divine spells. They are recognized as the true chosen ones by their kin, and naturally become their supreme leaders.

Derro Master Savant

Small humanoid (derro), chaotic evil

Armor Class 13 (leather armor)
Hit Points 54 (12d6 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	11 (+0)	5 (-3)	16 (+3)

Skills Stealth +4
Senses darkvision 120 ft., passive Perception 7
Languages Dwarvish, Undercommon
Challenge 6 (2,300 XP)

Favored by Diirinka (Recharges after a Short or Long Rest). If the derro fails a saving throw or misses with an attack roll, it can roll 2d4 and add it to the total, possibly changing the outcome.

Magic Resistance. The derro has advantage on saving throws against spells and other magical effects.

Spellcasting. The derro is a 9th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *acid splash, mage hand, message, prestidigitation, ray of frost*
1st level (4 slots): *bane, chromatic orb, healing word*
2nd level (3 slots): *silence, spider climb*
3rd level (3 slots): *bestow curse, lightning bolt, spirit guardians*
4th level (3 slots): *confusion, greater invisibility*
5th level (1 slot): *cone of cold*

Sorcery Points. The derro has 9 sorcery points. It can spend 1 or more sorcery points to gain one of the following benefits:

Heightened Spell: When the derro casts a spell that forces a creature to make a saving throw to resist the spell's effects, the derro can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw against the spell.

Quickened Spell: When the derro casts a spell that has a casting time of 1 action, the derro can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Sunlight Sensitivity. While in sunlight, the derro has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) bludgeoning damage, or 3 (1d8 -1) bludgeoning damage if used with two hands.

Derro Taskmaster

Taskmasters are derro savants who keep derro warriors in line while in the battlefield due to their tendency to give in to their insane nature. When not leading derro in combat, they can be found managing derro slave labor and prisoner camps.

Derro Taskmaster

Small humanoid (derro), chaotic evil

Armor Class 12 (leather armor)
Hit Points 45 (10d6 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	11 (+0)	5 (-3)	15 (+2)

Skills Stealth +4
Senses darkvision 120 ft., passive Perception 7
Languages Dwarvish, Undercommon
Challenge 5 (1,800 XP)

Magic Resistance. The derro has advantage on saving throws against spells and other magical effects.

Spellcasting. The derro is a 7th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *acid splash, mage hand, message, prestidigitation, ray of frost*
1st level (4 slots): *chromatic orb, earth tremor*
2nd level (3 slots): *enhance ability, invisibility, spider climb*
3rd level (3 slots): *enemies abound, haste, lightning bolt*
4th level (1 slot): *vitriolic sphere*

Spur Ally. As a bonus action, the derro targets an allied creature within 30 feet that can see and hear the derro and must have less hit points than the derro. The target takes 3 (1d6) psychic damage and uses its reaction to make one melee attack with advantage on the roll.

Sunlight Sensitivity. While in sunlight, the derro has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Flail. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

Derro Thug

Some derro, due to their insane nature and inability to keep social relationships, have broken away from their society and have instead turned into a life of random violence and crime. Most of them band together like a pack of rats, attacking targets that they can overwhelm, and then scatter back to their hiding places. Others wander deeper into the Underdark to live like nomads, scavenging and preying on whoever crosses their path.

Derro Thug

Small humanoid (derro), chaotic evil

Armor Class 14 (studded leather)
Hit Points 22 (5d6 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	11 (+0)	5 (-3)	9 (-1)

Skills Stealth +4
Senses darkvision 120 ft., passive Perception 7
Languages Dwarvish, Undercommon
Challenge 1/2 (100 XP)

Magic Resistance. The derro has advantage on saving throws against spells and other magical effects.

Pack Tactics. The derro has advantage on an attack roll against a creature if at least one of the derro's allies is within 5 feet of the creature and the ally isn't incapacitated.

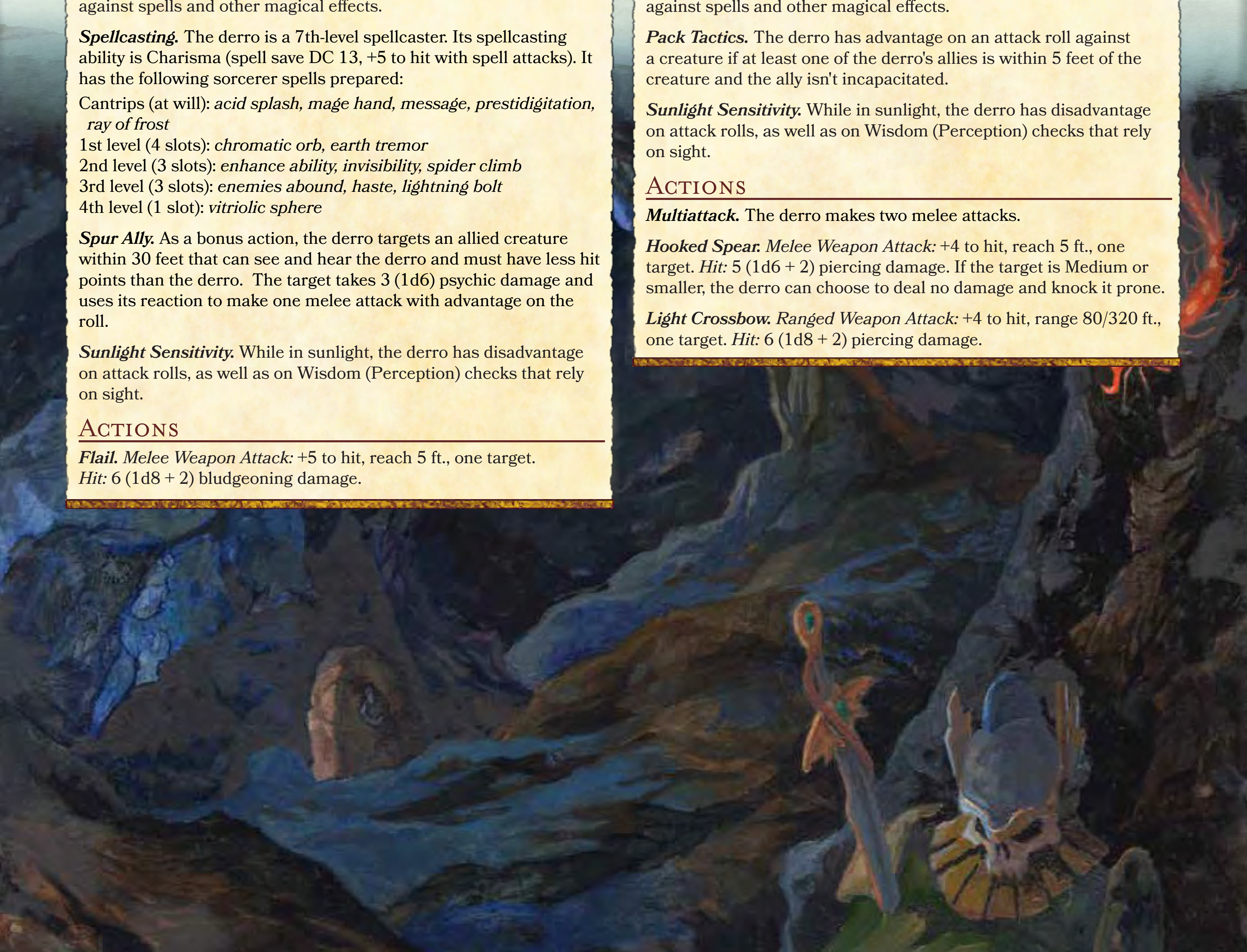
Sunlight Sensitivity. While in sunlight, the derro has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The derro makes two melee attacks.

Hooked Spear. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the target is Medium or smaller, the derro can choose to deal no damage and knock it prone.

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.



DEVILS

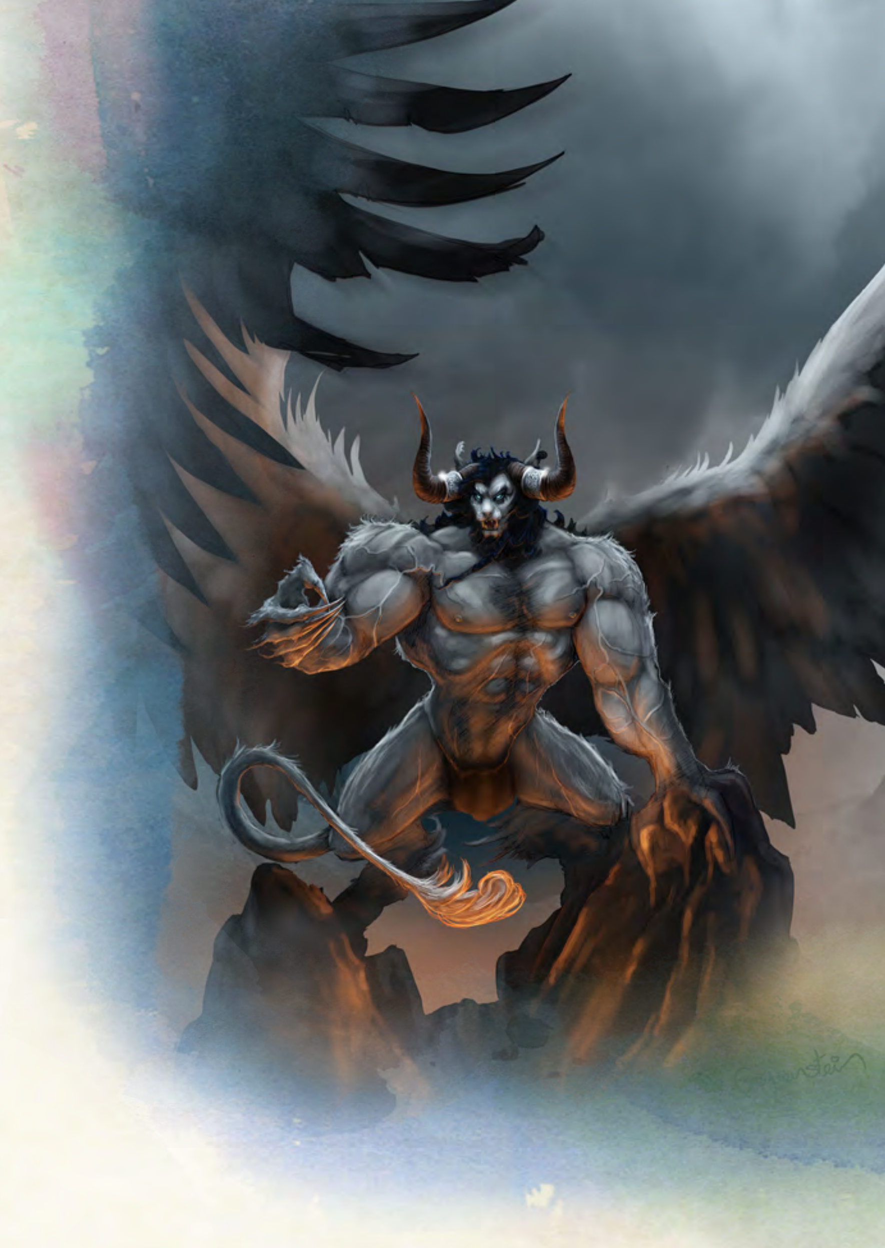
CORNUGON

Cornugon devils are an elite subtype of horned devils that serve under archdevils. They are known for their strength, fighting prowess, and magical abilities.

Terrifying Fiends. Typical cornugon devils stand at around 11 to 12 feet tall, are overly muscular, and have steel-like scales or tough fur covering their body. Two great horns flank each side of their head, and their massive leathery or feathered wings stand well above their full body, enough to serve as a shield in battle. Their appearances vary, and will closely resemble the archdevils they serve. For example, cornugon devils who serve under Bael will look like massive winged minotaurs while those who serve under Dispater will look like armored humanoids that have ridged, iron scales covering its body and metallic wings.

Archdevils' Elite. Cornugon devils are often tasked to lead lesser devils in combat or if grouped together, serve as the archdevil's elite troops. When a favored cultist prays for an archdevil to deal with a major threat and the cultist's sacrifice is deemed worthy, the archdevil may send a cornugon.

Warrior Spellcasters. In combat, cornugon devils take a dual role. They start off as artillery support, unleashing devastating long range spells from afar to break clustered enemy ranks while also dispelling any magical threats and barriers that may hinder their allies. When the battle finally joins, they take flight and dive at the most dangerous but vulnerable targets, such as enemy spellcasters. Against challenging opponents, cornugon devils will utilize both their martial and spellcasting abilities to full advantage, often creating illusions to distract and mislead while making hit and run tactics.



CORNUGON

Large fiend (devil), lawful evil

Armor Class 19 (natural armor)
Hit Points 207 (18d10 + 108)
Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	17 (+3)	22 (+6)	13 (+1)	17 (+3)	18 (+4)

Saving Throws Str +12, Dex +8, Wis +8, Cha +9
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 13
Languages all, telepathy 120 ft.
Challenge 13 (10,000 XP)

Charge. If the cornugon moves at least 15 feet straight toward a target and then hits it with a gore attack, the attack deals an extra 9 (2d8) damage to the target. If the target is a creature, it must succeed on a DC 19 saving throw or be pushed up to 10 feet away and knocked prone.

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Innate Spellcasting. The cornugon's spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *detect evil and good, detect magic, fire bolt* (3d10 damage)
2/day each: *dispel magic, fireball, lightning bolt, major image*

Magic Resistance. The cornugon has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The cornugon makes three melee attacks: one with its bite and two with its claws. Alternatively, it can make one claw attack and cast one spell.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Gore. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 25 (4d8 + 7) piercing damage.

Teleport (1/Day). The cornugon magically teleports, along with any equipment it is wearing and carrying, up to 120 feet to an unoccupied space it can see.

DOGAI

Medium fiend (devil), lawful evil

Armor Class 19 (natural armor)
Hit Points 78 (12d8 + 24)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	22 (+6)	14 (+2)	15 (+2)	15 (+2)	18 (+4)

Saving Throws Dex +10, Int +6, Wis +6, Cha +8
Skills Deception +8, Perception +6, Stealth +14
Damage Resistances cold, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 16
Languages all, telepathy 120 ft.
Challenge 10 (5,900 XP)

Assassinate. During its first turn, the dogai has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the dogai scores against a surprised creature is a critical hit.

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Evasion. If the dogai is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the dogai instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Innate Spellcasting. The dogai's spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no material components:

At will: *alter self, darkness, detect evil and good, detect magic, shadow blade (5th level)*
3/day: *nondetection*

Shadow Form. As a bonus action, the dogai can turn into an indistinct figure of pure shadow. While in this form, the dogai can't attack or cast spells, is invisible in dim light or darkness, can move through a space as narrow as 1 inch wide without squeezing. Attacks against the dogai while in shadow form are made with disadvantage. The dogai can use a bonus action to end the effect.

Shadow Stealth. While in dim light or darkness, the dogai can take the Hide action as a bonus action.

Sneak Attack (1/Turn). The dogai deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the dogai that isn't incapacitated and the dogai doesn't have disadvantage on the attack roll.

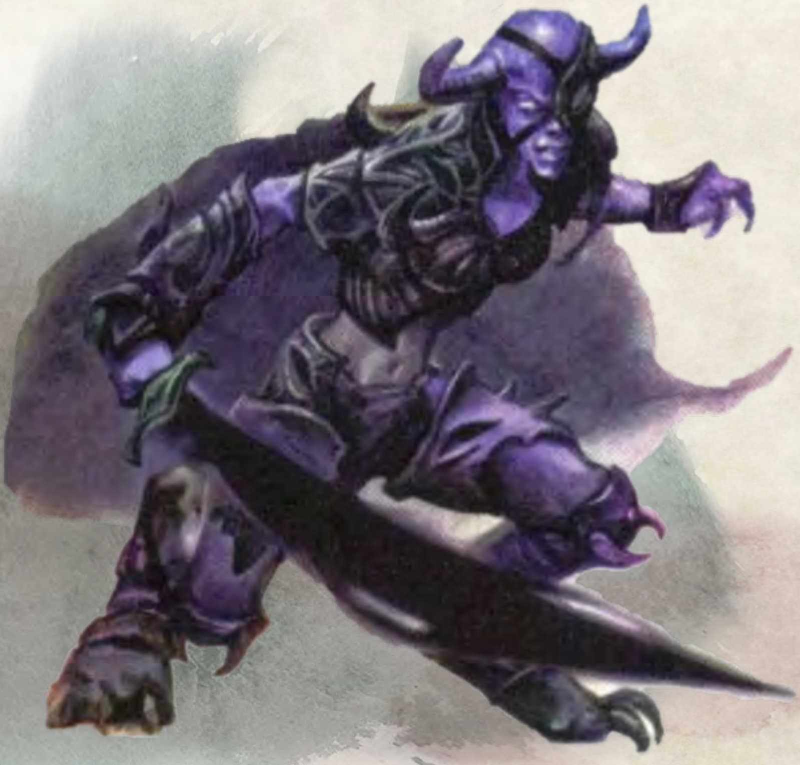
Magic Resistance. The dogai has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The dogai makes two melee attacks.

Shortsword. *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) piercing damage.

Shadow Step. The dogai magically teleports up to 30 feet to an unoccupied space of dim light or darkness that it can see. Before or after teleporting, it can make one melee attack.



DOGAI (ASSASSIN DEVIL)

The dogai, also known as assassin devils, are highly skilled silent killers, infiltrators, and spies who serve the Lords of the Nine and other archdevils. If they are not on spying missions against the demons, they are sent to the Material Plane to assist and take care of problems the worshipers of the Nine pray and ask for, such as troublesome adventurers.

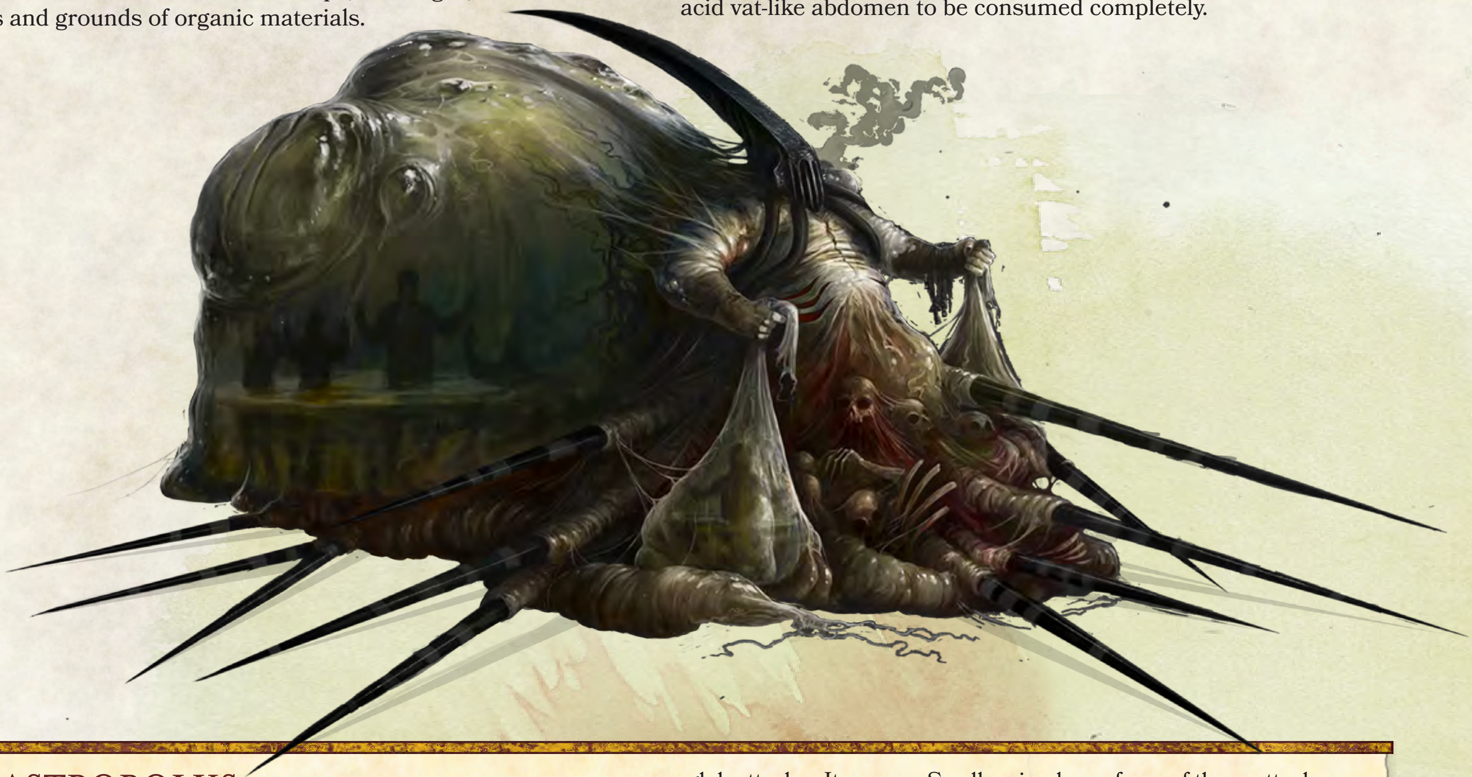
Meticulous Planners. If a dogai is sent to assassinate a target, it will first plan its approach, assess the target's location, and make preparations. It will never engage a target unless it can have total surprise. It will always conjure its shadow blade beforehand, and will utilize its shadow abilities to ensure it reaches striking distance unnoticed.

GASTROBOLUS

A gastrobolus is a wretched devil that is normally found in infernal sewers, dungeons, and blood-soaked battlefields. It looks like a bloated, single-horned humanoid with the lower body of a disgusting giant snail. Poisonous spines protrude from its sides, and its skin and outer shell is coated with a corrosive, sticky slime.

Fiendish Cleaners. The gastrobolus is sometimes called the custodian of the Nine Hells. It sweeps, scavenges, and clears the floors and grounds of organic materials.

Incapacitating Weapons. In combat, the gastrobolus excretes and throws acid globs at its targets. The acid globs are caustic and sticky, burning and restraining a victim hit by it. If a target is within melee range, the gastrobolus uses its spines to impale and inject its target with paralyzing venom. Once its prey has been rendered helpless, the gastrobolus opens its abhorrent central maw, which is located at the lower front side of the devil, and then swallows the creature whole. The victim is then deposited into its acid vat-like abdomen to be consumed completely.



GASTROBOLUS

Large fiend (devil), lawful evil

Armor Class 14 (natural armor)
Hit Points 115 (10d10 + 60)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	6 (-3)	22 (+6)	8 (-1)	12 (+1)	5 (-3)

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities acid, fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 11
Languages all, telepathy 120 ft.
Challenge 7 (2,900 XP)

Devil Spines. A creature that touches the gastrobolus or hits it with a melee attack while within 5 feet of it gets pricked by a spine and takes 7 (2d6) piercing damage and must succeed on a DC 16 Constitution saving throw or become poisoned. While poisoned, the creature is paralyzed. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Devil's Sight. Magical darkness doesn't impede the gastrobolus's darkvision.

Magic Resistance. The gastrobolus has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The gastrobolus makes two spine attacks or two acid glob attacks. It can use Swallow in place of one of these attacks.

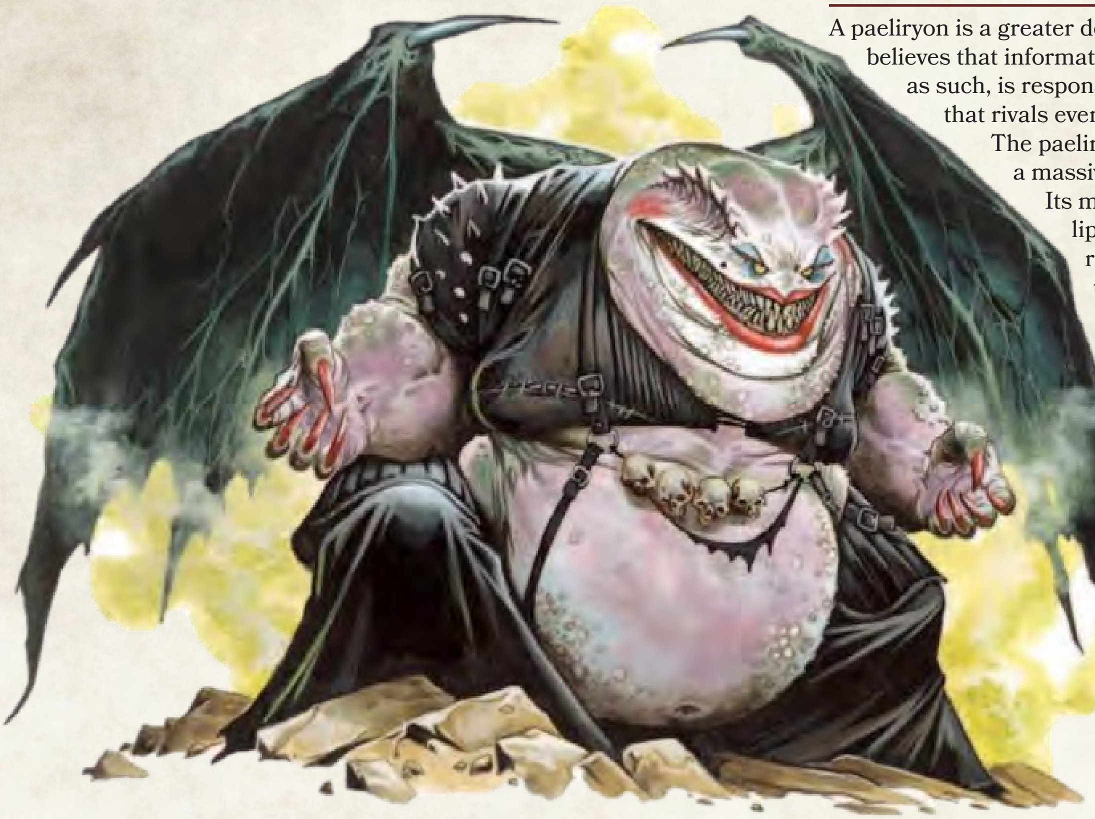
Spine. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage and the target must succeed on a DC 17 Constitution saving throw or become poisoned. While poisoned, the creature is paralyzed. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Acid Glob. *Ranged Weapon Attack:* +8 to hit, range 60 ft., one target. *Hit:* 10 (3d6) acid damage and if the target is a creature, it must succeed on a DC 17 Strength saving throw or be restrained. While restrained, a creature takes 7 (2d6) acid damage at the start of each of the gastrobolus's turns. As an action, the restrained creature can make a DC 17 Strength check, escaping from the acid glob on a success. The effect ends if the acid glob is destroyed. The acid glob has AC 10, 5 hit points and immunity to acid, poison, and psychic damage. The gastrobolus is immune to its acid globs.

Swallow. The gastrobulus swallows an incapacitated Large or smaller creature. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the gastrobolus, and it takes 10 (3d6) acid damage at the start of each of the gastrobolus's turns.

If the gastrobolus takes 20 damage or more on a single turn from a creature inside it, the gastrobolus must succeed on a DC 16 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 5 feet of the gastrobolus. If the gastrobolus dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 5 feet of movement, exiting prone.

Teleport. The gastrobolus magically teleports, along with any equipment it is wearing and carrying, up to 60 feet to an unoccupied space it can see.



Paeliryon

A paeliryon is a greater devil that does its work unseen. This devil believes that information is the key to advancing in power and as such, is responsible for the spy and assassin networks that rivals even Lolth's.

The paeliryon is a disgusting sight to behold, with a massive bloated obese body covered in warts. Its massive face is framed by a devious, red-lipped smile that prominently shows its rows of sharp teeth. On its back sprouts two bat-like wings with ends flayed like old leather and its hands are armed with poisoned claws painted in blood red.

Out of the dark. Paeliryons rarely come out in the open, preferring to leave its agents to do the dirty work. When a paeliryon does come out, it means the plan has gone wrong, or an opponent has piqued its interest. Few rarely see this happen, and even fewer survive, for paeliryons are incredibly powerful spellcasters that rival even some of the demon lords of the Nine Hells.

Paeliryon

Huge fiend (devil), lawful evil

Armor Class 19 (natural armor)
Hit Points 225 (18d12 + 108)
Speed 40 ft., burrow 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	13 (+1)	23 (+6)	15 (+2)	18 (+4)	18 (+4)

Saving Throws Str +13, Con +12, Wis +10, Cha +10
Skills Arcana +14, History +14, Religion +14
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 14
Languages all, telepathy 120 ft.
Challenge 17 (18,000 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Keen Smell. The paeliryon has advantage on Wisdom (Perception) checks that rely on smell.

Innate Spellcasting. The paeliryon's spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *charm person, detect evil and good, detect magic, produce flame* (3d8 damage), *suggestion*
3/day each: *dispel magic, fireball, major image, unholy weapon**, *vampiric touch* (5th level), *wall of fire*
1/day each: *divine word, unholy aura** (*see Appendix C. New Spells)

Intoxicating Scent. Any creature that starts its turn within 10 feet of the paeliryon and can smell the paeliryon must succeed on a DC 20 Constitution saving throw or be poisoned until the start of its next turn. Until this poison ends, the target is charmed. On a successful saving throw, the creature is immune to the paeliryon's Intoxicating Scent for 24 hours.

Magic Resistance. The paeliryon has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The paeliryon uses Belittle. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 17 (3d6 + 7) piercing damage plus 10 (3d6) necrotic damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage plus 7 (2d6) necrotic damage and if the target is a creature, it must make a DC 20 Charisma saving throw or be cursed with magical deformities. While deformed, the creature has its speed halved and has disadvantage on ability checks, saving throws, and attacks based on Strength or Dexterity.

The transformed creature can repeat the saving throw whenever it finishes a long rest, ending the effect on a success.

Belittle. The paeliryon hurls insults and epithets that strike at the heart of its enemies' insecurities. Each creature of the paeliryon's choice that is within 60 feet of the paeliryon and can hear it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. If the target fails its saving throw by 5 or more, it instead becomes enraged for 1 minute. While enraged, the creature must use its action to move up to its speed towards the paeliryon and, if it is within range, make a melee weapon attack against it. Otherwise, it must use its Dash action to move towards a space within 5 feet of the paeliryon. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the paeliryon's Belittle for the next 24 hours.

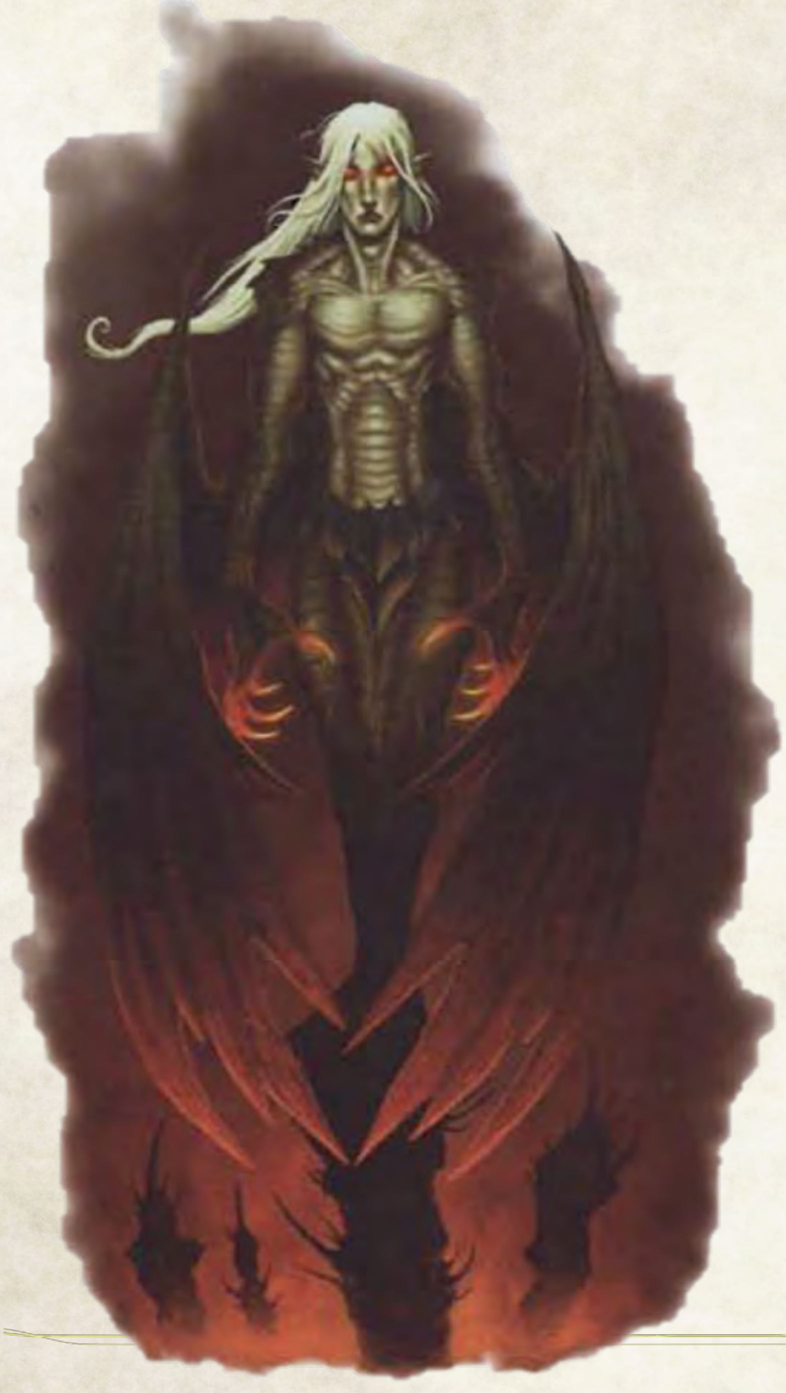
Teleport (1/Day). The paeliryon magically teleports, along with any equipment it is wearing and carrying, up to 120 feet to an unoccupied space it can see.

PASSION DEVIL

Passion devils were created by the archdevil Fierna in her likeness and image, and are therefore both strikingly beautiful and terrifying. While the passion devils serve Fierna officially as ambassadors to the courts of other archdevils or dukes of the Nine Hells, their true purpose is to infiltrate enemy ranks and spy on other devils.

Emotional Manipulators. Passion devils rarely engage in combat and instead use their powers of domination, manipulation, and seduction to meet their objectives. If forced into a fight it does not like, it will use its spells and abilities to sow just enough confusion and discord for it to escape.

Passion devils rarely travel alone, and are often accompanied by bearded devils that serve them as bodyguards.



PASSION DEVIL

Medium fiend (devil), lawful evil

Armor Class 17 (natural armor)
Hit Points 104 (16d8 + 32)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	21 (+5)	14 (+2)	16 (+3)	18 (+4)	23 (+6)

Saving Throws Dex 8, Int +6, Wis +7, Cha +9
Skills Deception +12, Persuasion +12
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 14
Languages all, telepathy 120 ft.
Challenge 8 (3,900 XP)

Aura of Desire. A creature within 10 feet of the passion devil has disadvantage on saving throws made against being charmed.

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Innate Spellcasting. The passion devil's spellcasting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no material components:

At will: *alter self, charm person, detect evil and good, detect magic, disguise self, dissonant whispers* (5d6 damage), *suggestion*
3/day each: *charm monster, dominate person*

Magic Resistance. The passion devil has advantage on saving throws against spells and other magical effects.

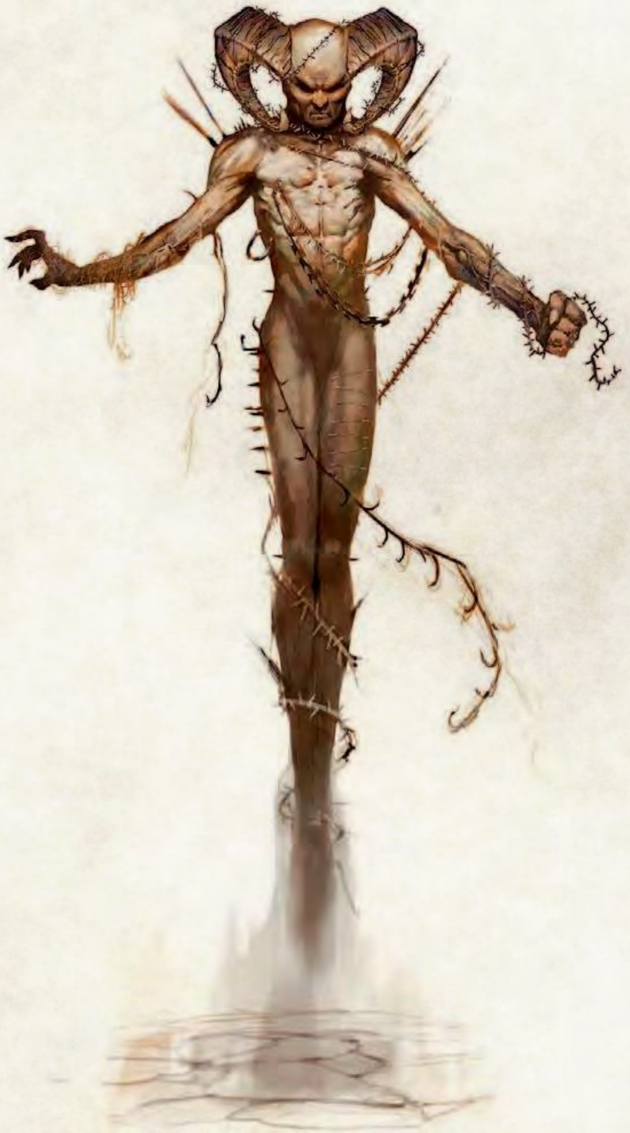
ACTIONS

Fiery Touch. *Melee Spell Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 21 (6d6) fire damage and if the target is a creature, it must succeed on a DC 17 Wisdom saving throw. On a failed save, the target is charmed until the end of the turn and must use its reaction to move up to half its speed and make one weapon attack against a creature of the passion devil's choice. If the saving throw is successful, the creature is immune to the fiery touch's charm effect for 24 hours.

Teleport (1/Day). The passion devil magically teleports, along with any equipment it is wearing and carrying, up to 120 feet to an unoccupied space it can see.

REACTIONS

Instinctive Charm. When a creature within 60 feet of the passion devil makes an attack roll against it, and another creature is within the attack's range, the attacker must make a DC 17 Wisdom saving throw. On a failed save, the attacker is charmed until the end of the turn and must target the creature that is closest to it, not including the passion devil or itself. If multiple creatures are closest, the attacker chooses which one to target. If the saving throw is successful, the attacker is immune to the passion devil's Instinctive Charm for 24 hours.



REMMANON

The remmanon appears as a naked androgynous humanoid creature that is constantly hovering a few feet above the ground. Barbed chains and hooks adorn its hairless skin, and long ram-like horns curl backwards on each side of its head.

Devils of Discord. Remmanons are greater devils of discord, greed, jealosy, and lust. They hate and destroy the concepts of camaraderie, kinship, teamwork, trust, and harmony by sowing dissonance among mortals, breaking their ranks from within. Most remmanons can be found in Phlegethos, and serve the archdevil Fierna, while a few work under Dispater and Mammon.

Insidious Manipulators. In combat, remmanons prefer to stay behind the front lines and will very rarely engage in melee. They would rather manipulate and influence without been seen, using spells and their Insidious Aura to do most of the damage. If hard-pressed, they summon bearded devils to protect them and if they must, use their devastating hellfire touch that can incinerate a creature and leave nothing but ash.

REMMANON

Medium fiend (devil), lawful evil

Armor Class 17 (natural armor)
Hit Points 153 (18d8 + 72)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	18 (+4)	20 (+5)	21 (+5)	22 (+6)

Saving Throws Str +8, Dex 8, Wis +9, Cha +10
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 15
Languages all, telepathy 120 ft.
Challenge 11 (7,200 XP)

Insidious Aura. A creature that starts its turn within 20 feet of the remmanon must succeed on a DC 18 Wisdom saving throw, unless the remmanon is incapacitated. On a failed save, the creature must use its action to move up to its speed and make a melee weapon attack against a creature of the remmanon's choice that the remmanon can see. If a creature's saving throw is successful, the creature is immune to the remmanon's Insidious Aura for the next 24 hours. Constructs, devils, and undead are immune to this effect. The remmanon can use a bonus action to activate this aura on or off.

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Innate Spellcasting. The remmanon's spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *detect evil and good, detect magic, disguise self, dissonant whispers* (5d6 damage)

Magic Resistance. The remmanon has advantage on saving throws against spells and other magical effects.

ACTIONS

Hellfire Touch. *Melee Spell Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (4d6) fire damage plus 14 (4d6) necrotic damage. If this damage reduces the target to 0 hit points, it is disintegrated. A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine ash and slag. The creature can be restored to life only by means of a true resurrection or a wish spell.

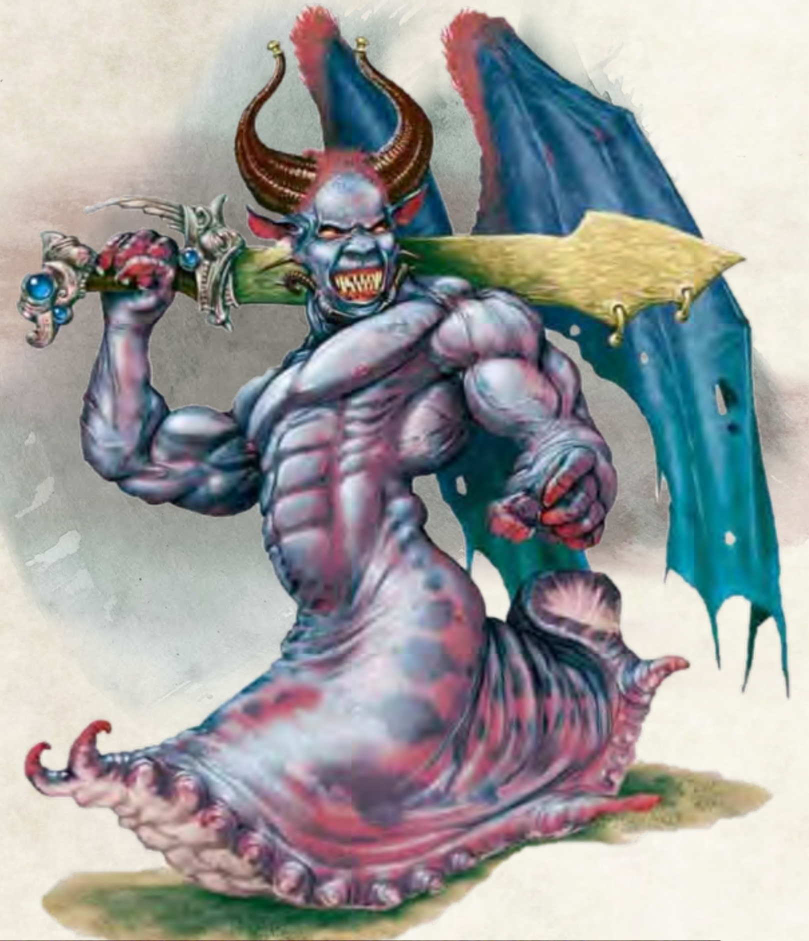
Teleport (1/Day). The remmanon magically teleports, along with any equipment it is wearing and carrying, up to 120 feet to an unoccupied space it can see.

Summon Bearded Devils (1/Day). The remmanon magically summons a 1d3 bearded devils. The devils appear in an unoccupied spaces within 60 feet of the remmanon and act as the remmanon's allies. The devils remain until the remmanon dies or until it dismisses it as an action.

Xerfilstyx

The xerfilstyx is a greater devil that has the upper form of a huge winged devil, while its lower half is that of the body of a giant slug. It lives within the depths of the river Styx, sampling the memory fragments of souls that flow through it. Having lived in the waters of Styx, the xerfilstyx devil has been driven insane from the constant bombardment of memories. Like the sweetest of poisons, a xerfilstyx takes pleasure in the memories it absorbs while it dissolves its own mind. It is this insanity that drives xerfilstyx to attack other creatures, eager to drive them into the waters of Styx and taste memories within it. It is also because of this that other devils avoid them.

Opportune Fighters. Xerfilstyx fight from the safety of the river Styx, unleashing a barrage of offensive ice-based spells to stun its enemies until it can charge in for a grapple. Once an enemy is grappled, the xerfilstyx will suck out its blood and then plunge it into the waters of Styx to end its life. When faced with overwhelming numbers, the xerfilstyx will use its dreaded blood breath, exhaling its own blood which is so caustic it can melt flesh like butter.



Xerfilstyx

Huge fiend (devil), lawful evil

Armor Class 18 (natural armor)
Hit Points 212 (17d12 + 102)
Speed 40 ft., burrow 20 ft., fly 50 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	22 (+6)	14 (+2)	17 (+3)	18 (+4)

Saving Throws Str +11, Con +11, Wis +8, Cha +9
Skills Arcana +12, History +12, Religion +12
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 13
Languages Infernal, telepathy 120 ft.
Challenge 15 (13,000 XP)

Amphibious. The xerfilstyx can breathe air and water.

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Fear Aura. A creature that starts its turn within 20 feet of the xerfilstyx must succeed on a DC 17 Wisdom saving throw, unless the xerfilstyx is incapacitated. On a failed save, the creature is frightened for 1 minute. While frightened in this way, a creature must take the Dash action and move away from the xerfilstyx by the safest available route on each of its turns, unless there is nowhere to move, in which case it needn't take the Dash action. If the creature ends its turn in a location where it doesn't have line of sight to the xerfilstyx, the creature can repeat the saving throw. On a success, the effect ends If a creature's saving throw is successful, the creature is immune to the xerfilstyx's Fear Aura for the next 24 hours.

Innate Spellcasting. The xerfilstyx's spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *detect evil and good, detect magic, ray of frost* (3d8 damage)
3/day each: *charm person, dispel magic, major image, suggestion*
1/day each: *unholy aura* (see Appendix C. New Spells)

Magic Resistance. The xerfilstyx has advantage on saving throws against spells and other magical effects.

Spell Steal. As a bonus action, the xerfilstyx can steal a spell prepared by a creature it is grappling with. The target must make a DC 17 Wisdom saving throw or lose one of its spells (chosen at random) as if the creature had already cast it. The stolen spell is added to the xerfilstyx's list of spells that it can cast 1/day. The xerfilstyx loses all spells acquired this way after 24 hours.

Actions

Multiattack. The xerfilstyx makes three attacks: two with its greatsword and one with its tail.

Greatsword. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 20 (4d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 20 ft., one target. *Hit:* 10 (1d8 + 6) bludgeoning damage and the target must make a DC 16 Strength saving throw. On a failed save, the target is grappled (escape DC 16) and pulled to a space within 5 feet of the xerfilstyx. While grappled this way, the target is restrained, takes 18 (4d8) necrotic damage at the start of each of the xerfilstyx's turns, and the xerfilstyx can't use its tail attack against other targets.

Blood Breath (Recharge after a Long Rest). The xerfilstyx exhales scalding blood in a 60-foot cone. Each creature in that area must succeed on a DC 19 Constitution saving throw, taking 22 (5d8) fire damage and 22 (5d8) necrotic damage on a failed save, or half as much damage on a successful one.

Teleport (1/Day). The xerfilstyx magically teleports, along with any equipment it is wearing and carrying, up to 120 feet to an unoccupied space it can see.

DEVIL: ARCHDEVILS

ASMODEUS

Asmodeus, the Lord of Nessus, is the supreme master of the Nine Hells. Deep within The Pit, the lowest point of all of Baator, Asmodeus sits on his throne as he leads the eight archdukes of Hell and schemes towards the total conquest of the cosmos. Asmodeus believes that existence would be better off if he was to rule it. His main goal is to destroy all of creation and rebuild it in his image, pure and serene with him at the top. Those who do not know his true capabilities see this as an arrogant vision bound to fail, if only they knew that Asmodeus is one, if not the most, intelligent and competent creatures in the plane of existence.

Being the most cunning of all, Asmodeus has the rest of the archdukes in the palm of his hands. While the other archdevils may have incredible power and sizable armies, Asmodeus is able to diffuse hostilities through his incredible charisma and unassailable logic. The other archdukes are incredibly wary of raising arguments with Asmodeus, for fear of being drawn to a contract that they know will only benefit him.

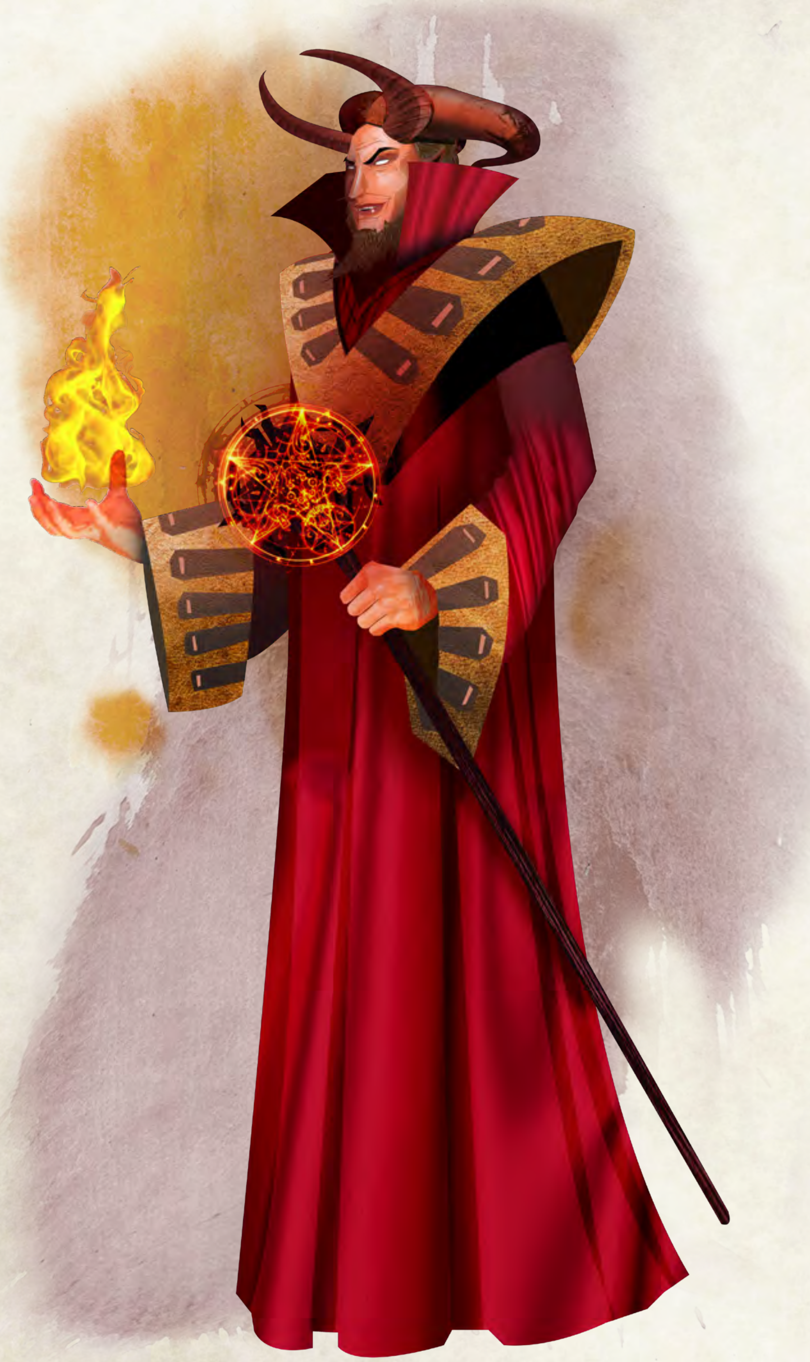
Majestic Ruler. No one knows the true form of Asmodeus, but he often appears as a 9-foot-tall humanoid with dark red skin, long black hair, and two horns. He is always dressed in an expensive-looking majestic black and red robe, covering the still bleeding wounds from his body that he gained when he was forcefully exiled to the Pit a millennia ago. The wounds, though centuries old, never cease to bleed, and yet Asmodeus is able to keep his calm demeanor befitting the regal station of a supreme ruler. Asmodeus is never without the Ruby Rod, an all-powerful artifact given to him by Primus which he uses to bind souls into an unbreachable contract. Through the ages, Asmodeus has learned to channel the Ruby Rod which has evolved his powers to the godly levels.

Nessus. Nessus, the lowest layer of the Nine Hells, is a barren plain devoid of any life or activity. The ground on Nessus is extremely flat, and is dotted with massive gouges, gorges, and canyons that are miles across and dozens of miles deep. Wooden bridges in various states of disrepair are scattered across some of the gouges. Deep below the gouges that span several miles deep, pit fiends and all kinds of devils cling to the walls and outcroppings, waiting for any soul unfortunate enough to have fallen into Nessus.

Most of the canyons and gouges in Nessus end in fiery pits of lava except for the ones that houses the creatures that form Nessus' great army.

Fortress Nessus. Notable among these locations is Malsheem, an enormous city that is home to Fortress Nessus, Asmodeus' stronghold. The citadel sits at the very bottom of the Pit, and is only accessible to those he calls upon. While Nessus is a barren wasteland, the insides of the fortress is like that of a magnificent castle, intricately designed and furnished in gold and other expensive elements. Those that step in are immediately weighed down by the stifling aura of despair. Asmodeus' throne sits at the bottom of the fortress, and is guarded by pit fiends, cornugons, and his generals. Any creature that manages to find Asmodeus himself will first have to deal with the immense aura of submission that comes from him. Asmodeus loathes mortals and weaker creatures and will usually not appear nor accept their challenge. Instead, he sends his most powerful generals to dispose of them.

Unassailable Logician. Asmodeus is one of the most powerful beings in the cosmos. Aside from being a mighty divine caster, his time with the Ruby Rod has given him even more deadly abilities. But what makes Asmodeus a truly dangerous opponent is his unmatched logic. If ever he finds himself in combat with equally powerful beings, Asmodeus will constantly explain to them the error in their ways, even while he is being assaulted. Halfway through the fight, he would have already planted the seeds of doubt in his opponents, who will slowly begin to question themselves and the necessity of fighting Asmodeus. By the time the fight is over, his opponents would be divided, and some would have already joined his side.



Asmodeus

Large fiend (devil), lawful evil

Armor Class 24 (natural armor)
Hit Points 375 (30d10 + 210)
Speed 40 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	20 (+5)	24 (+7)	30 (+10)	30 (+10)	30 (+10)

Saving Throws Dex +14, Int +19, Wis +19, Cha +19
Skills Deception +19, Insight +19, Perception +19, Persuasion +19
Damage Resistances lightning, necrotic, radiant
Damage Immunities cold, fire, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 240 ft., truesight 120 ft., passive Perception 29
Languages all, telepathy 120 ft.
Challenge 30 (155,000 XP)

Aura of Submission. While Asmodeus is wielding the Ruby Rod, a creature that starts his turn within 20 feet of Asmodeus must succeed on a DC 27 Wisdom saving throw, unless Asmodeus is incapacitated. On a failed save, the creature must kneel and bow before Asmodeus until the start of its next turn. Until this kneeling and bowing ends, the target can't take actions or reactions, and its speed is 0 and can't be increased. If a creature's saving throw is successful, the creature is immune to Asmodeus's Aura of Submission for the next 24 hours.

Discorporation. When Asmodeus drops to 0 hit points or dies, his body is destroyed but his essence travels back to his domain in Nessus, the bottommost layer of the Nine Hells, and is unable to take physical form for a time.

Limited Magic Immunity. Unless he wishes to be affected, Asmodeus is immune to spells of 6th level or lower. He has advantage on saving throws against all other spells and magical effects.

Innate Spellcasting. Asmodeus's spellcasting ability is Charisma (spell save DC 27, +19 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *alter self* (can become Medium when changing his appearance), *chain lightning, cone of cold, detect magic, dispel magic, identify, hellish rebuke* (8th level), *improved invisibility, mass suggestion, mislead, misty step, shield, telekinesis*
3/day each: *delayed blast fireball, dominate monster, prismatic spray, plane shift, programmed illusion, project image, symbol*
1/day each: *foresight, meteor swarm, power word kill, wish*

Spellcasting. Asmodeus is a 20th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 27, +19 to hit with spell attacks) and he needs only verbal components to cast his spells. He has the following cleric spells prepared:

Cantrips (at will): *guidance, mending, thaumaturgy, toll the dead*
1st level (4 slots): *command, healing word, sanctuary*
2nd level (3 slots): *hold person, locate object, zone of truth*
3rd level (3 slots): *mass healing word, remove curse, spirit guardians*
4th level (3 slots): *banishment, divination, freedom of movement, locate creature*
5th level (3 slots): *dispel evil and good, flame strike, geas, legend lore, mass cure wounds, scrying, unholy weapon**
6th level (2 slots): *blade barrier, harm, heal, word of recall*
7th level (2 slots): *divine word, fire storm, resurrection*
8th level (1 slot): *antimagic field, unholy aura**
9th level (1 slot): *gate, true resurrection*
* (see Appendix C. New Spells)

Legendary Resistance (5/Day). If Asmodeus fails a saving throw, he can choose to succeed instead.

Magic Weapons. Asmodeus's weapon attacks are magical.

Regeneration. If Asmodeus has at least 1 hit point, he regains 30 hit points at the start of his turn.

Swift Caster. While wielding the Ruby Rod, Asmodeus can use a bonus action to cast a spell that has a casting time of one action.

Actions

Multiattack. Asmodeus attacks twice with his Ruby Rod and uses his Chill Gaze.

Ruby Rod (+5 Mace). *Melee Weapon Attack:* +20 to hit, reach 10 ft., one target. *Hit:* 20 (2d8 + 11) bludgeoning damage plus 18 (4d8) necrotic damage. If the target is a creature, it must make a DC 27 Wisdom saving throw. On a failed save, the creature must kneel and bow before Asmodeus until the start of its next turn. Until this kneeling and bowing ends, the target can't take actions or reactions, and its speed is 0 and can't be increased, unless Asmodeus forces it to (see Command Submissive below).

Chill Gaze. Asmodeus turns his magical gaze toward one creature he can see within 120 feet of it. The target must succeed on a DC 24 Constitution saving throw. On a failed save, the creature takes 31 (6d6 + 10) cold damage, can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save. On a successful save, the target takes half as much damage.

Reverie of Nessus (1/Day)**.** While wielding the Ruby Rod, Asmodeus magically creates a 5-foot radius spherical wall of force centered on Asmodeus that lasts until the start of Asmodeus's next turn. This wall of force functions as both the *wall of force* and the *antimagic field* spells. While inside this sphere, Asmodeus can function as if under the *time stop* spell. In addition, Asmodeus is automatically purged of any unwanted physical and magical conditions, enchantments or effects, diseases, and maladies (including lost body parts). Furthemore, Asmodeus regains all hit points and gains the benefits of someone that has completed a long rest.

Teleport. Asmodeus magically teleports, along with any equipment it is wearing and carrying, up to 120 feet to an unoccupied space it can see.

Legendary Actions

Asmodeus can take 4 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Asmodeus regains spent legendary actions at the start of his turn.

Chill Gaze. Asmodeus uses his Chill Gaze.

Command Submissive. Asmodeus targets one creature that is kneeling and bowing he can see within 60 feet of him. The target uses its reaction to move up to half its speed and make one weapon attack against a creature of Asmodeus's choice that he can see.

Teleport. Asmodeus uses his Teleport action.

Ruby Rod (Costs 2 Actions). Asmodeus attacks with his Ruby Rod.

Master Strategist (Costs 2 Actions). Roll d10 for Asmodeus. Depending on Asmodeus's choice, the number rolled on the die is subtracted from an attack roll made against Asmodeus or an ally of his choice or a saving throw roll made against Asmodeus within the next minute. Alternatively, the number rolled can be added to Asmodeus's next ability check, attack roll or saving throw within the next minute, if he so chooses. Asmodeus can keep up to 3 Master Strategist dies at a time.

Cast a Spell (Costs 1-4 Actions). Asmodeus expends a spell slot to cast a 1st-, 2nd-, 3rd-level, or 4th-level spell that he has prepared. Doing so costs 1 legendary action per level of the spell.

Summon Pit Fiend (Costs 4 Actions). Asmodeus magically summons a Pit Fiend. The devil appears in an unoccupied space within 60 feet of Asmodeus, acts as Asmodeus's ally, and can summon other devils if it has such power. The devil remains until Asmodeus dies or until he dismisses it as an action.

DISPATER

The reclusive lord of Dis rules the second layer of Baator with a militaristic grip. Hidden within his main lair, the ominous Iron Tower, Dispater sits on his throne surrounded by the weapons, treasures and scrolls of secrets he has gained throughout millennia. The Lord of Iron stands at an imposing height of 7 feet, with steel-like, bluish skin that is cold to the touch. His black hair is always swept back, prominently showing the two horns on his forehead. Dispater prefers to roam his castle in resplendent regalia, but underneath the royal robe is a unique adamantine armor that he personally crafted and designed to protect him from any attack no matter how powerful. The armor gleams in the darkness, imbued with magical charms that allows him to teleport to safety if he is about to be harmed. Always cautious and prepared, Dispater has a heavy mace at his side, and a gleaming black rod with his symbol at the top serving as his badge of office.

Arms Dealer. Dispater trades in iron and secrets. The most vicious weapons in all nine layers of Hell come from Dis and Dispater sits at the top of all arms deals, selling weapons and armor to both sides of any battle. The most powerful weapons, however, are in the hands of his archdukes and trusted commanders, with a select few stored in his throne room for his own use.

Within the main chamber of the tower sits a mound of scrolls full of secrets that Dispater has collected throughout his life. This veritable treasure trove of knowledge has been the object of envy among the other lords, seeing it as a new source of advantage over each other. The secrets that Dispater has collected has always come at a price. Creatures will often bargain their souls as payment for the answer to a secret, which Dispater always gladly collects to fuel his soul harvesters.

The Iron Tower. Dispater rarely leaves his fortress, preferring to stay inside his libraries and workshops as he watches over Dis through the eyes of his minions. The Iron Tower stands in the middle of Dis, and always looks like it is farther than it seems. The tower is completely black and is always enveloped in dark mists and shadows. Erinyes constantly circle the tower, ensuring that no one gets in or out without Dispater's approval.

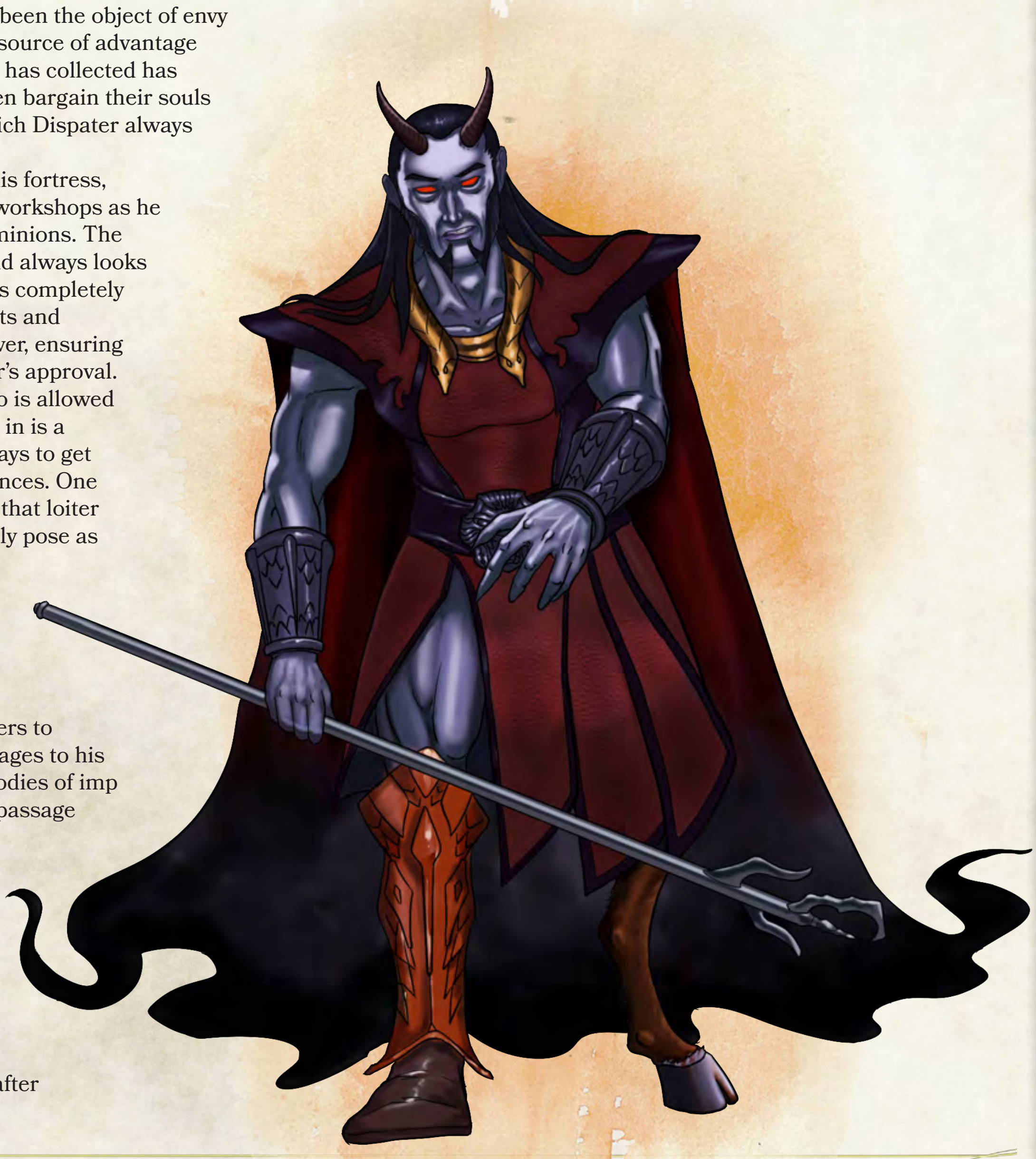
Dispater is the only one who decides who is allowed to go in and out of the fortress and getting in is a near-impossible task. There are several ways to get in the tower and all have deadly consequences. One may try to secure the services of the imps that loiter along the streets of Dis. These imps usually pose as mischevious and chattering children and are willing to guide anyone through the maze-like city and into the fortress for a price. Adventurers beware though, because the imps' true goal is to lure would-be victims to their deaths.

Due to Dispater's deep paranoia, he prefers to stay in his fortress and instead send messages to his archdukes through letters sewed on the bodies of imp servants. These messengers use a secret passage to travel in and out of the fortress. Adventurers may attempt to follow the imp as it goes through the secret passage, though they will need to take great care not to harm or kill the imp, lest Dispater be alerted.

Dispater's Lair. The halls of the Iron Tower is as labyrinthine as the city it stands on. Hallways and chambers look identical and no pathway looks the same after passing through it, leading intruders in a hopeless, trap-filled, rat race to find Dispater's throne room.

Dispater's lair sits at the top of the Iron Tower, underneath the dome that forms the highest point of the tower. The circular room has obsidian black walls which are as hot as all the walls in Dis, and four full-sized windows that Dispater uses to watch the entire city. In the middle of the room is a dais where Dispater sits on his iron throne. On one side of the throne is a rack of weapons that Dispater has chosen for his private collection. On the other side is a long table full of maps and plans that cover the second layer and the city of Dis that Dispater uses to create his security and construction plans. Lined up against the walls are the numerous scrolls of secrets that Dispater himself guards with magic connected to his life force.

Rust and Discord. Anyone who tries to reach the main lair and challenge the Lord of Iron will need to contend with the room's unbearable heat and Dispater's aura of fear. Metal obviously has no effect on him, any weapon or armor that he touches rust almost immediately. Opponents will also have to deal with his ability to teleport and summon powerful erinyes and horned devils to fight for him, as well as his ability to share the shameful and despicable secrets of his opponents to their allies, twisting the truths, and forcing them to fight each other.



DISPATER

Medium fiend (devil), lawful evil

Armor Class 23 (*+5 adamantine plate*)
Hit Points 312 (25d8 + 200)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	12 (+1)	26 (+8)	24 (+7)	22 (+6)	26 (+8)

Saving Throws Str +16, Con +16, Wis +14, Cha +16
Skills Insight +14, Perception +14, Persuasion +16, Survival +14
Damage Resistances cold
Damage Immunities fire, poison, bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 240 ft., truesight 120 ft., passive Perception 24
Languages all, telepathy 120 ft.
Challenge 25 (75,000 XP)

Fear Aura. A creature that starts its turn within 20 feet of Dispater must succeed on a DC 24 Wisdom saving throw, unless Dispater is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to Dispater's Fear Aura for the next 24 hours.

Innate Spellcasting. Dispater's spellcasting ability is Charisma (spell save DC 24). He can innately cast the following spells, requiring no material components:

At will: *alter self* (can become Medium when changing his appearance), *cloud of daggers* (6th level), *detect magic, heat metal* (6th level), *shield, suggestion*
2/day each: *blade barrier, charm monster, dispel magic, staggering smite, unholy weapon*, wall of iron**
1/day each: *contingency, cage, invulnerability, mordenkainen's sword, unholy aura**
* (see Appendix C. New Spells)

Legendary Resistance (3/Day). If Dispater fails a saving throw, he can choose to succeed instead.

Magic Resistance. Dispater has advantage on saving throws against spells and other magical effects.

Magic Weapons. Dispater's weapon attacks are magical.

Regeneration. Dispater regains 20 hit points at the start of his turn. If he takes radiant damage, this trait doesn't function at the start of its next turn. Dispater dies only if he starts its turn with 0 hit points and doesn't regenerate.

Rust Metal. Any nonmagical weapon made of metal that hits Dispater corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed.

When a creature hits Dispater with a magical weapon made of metal and deals damage, it must succeed on a DC 24 Wisdom saving throw with advantage on the roll. On a failed save, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed.

Ammunition made of metal that hits Dispater is destroyed after dealing damage.

ACTIONS

Multiattack. Dispater makes two heavy mace attacks. He can use Iron Touch or Rusting Touch in place of one of these attacks.

Heavy Mace. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 12 (1d8 + 8) bludgeoning damage plus 13 (3d8) force damage.

Iron Touch. *Melee Weapon Attack:* +16 to hit, reach 5 ft., one creature. *Hit:* 11 (1d6 + 8) piercing damage and the target must succeed on a DC 24 Constitution saving throw against being magically turned into iron. On a failed save, the creature begins to turn to iron and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is turned into iron for 24 hours.

Rusting Touch. Dispater corrodes a ferrous metal object it can see within 5 feet of it. If the object isn't being worn or carried, the touch destroys a 1-foot cube of it. If the object is being worn or carried by a creature, the creature can make a DC 24 Dexterity saving throw to avoid Dispater's touch. If the object is magical, the creature has advantage on the saving throw.

If the object touched is either metal armor or a metal shield being worn or carried, its takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If the object touched is a held metal weapon, it rusts as described in the Rust Metal trait.

Deadly Secrets (Recharge 5-6). Dispater chooses one creature it can see within 60 feet of it. Each ally of the target within 60 feet of Dispater and can hear Dispater must succeed on a DC 24 Wisdom saving throw or it takes 18 (4d8) psychic damage and must use its reaction to move up to half its speed towards the target and if it is within range, make one melee weapon attack against it. Otherwise, it must make a ranged weapon attack or ranged spell attack against the target. On a successful save, a creature takes half as much damage. Constructs and undead are immune to this effect.

Teleport. Dispater magically teleports, along with any equipment it is wearing and carrying, up to 120 feet to an unoccupied space it can see.

LEGENDARY ACTIONS

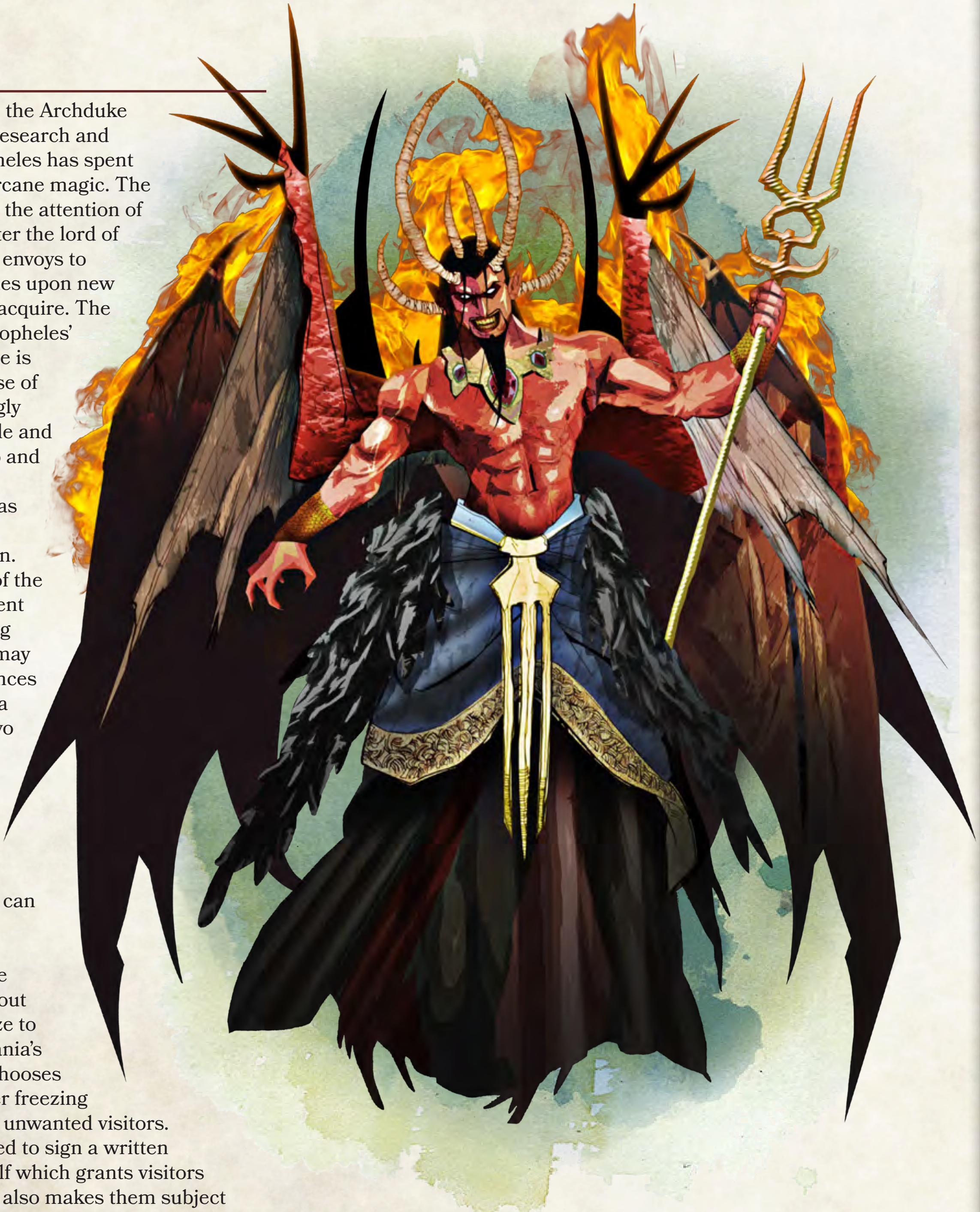
Dispater can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Dispater regains spent legendary actions at the start of his turn.

Dispater's Touch. Dispater uses Iron Touch or Rusting Touch.
Teleport. Dispater uses his Teleport action.
Enemy Insight (Costs 2 Actions). Dispater chooses one target it can see within 60 feet of him. Until the end of Dispater's next turn, Dispater has advantage on the next attack roll and saving throw he makes against the target. In addition, the target has disadvantage on the next attack roll and saving throw it makes against Dispater.
Heavy Mace (Costs 2 Actions). Dispater makes a heavy mace attack.
Raise Barrier (Costs 2 Actions). Dispater casts *blade barrier, cloud of daggers* or *wall of iron.*

REACTIONS

Vexing Escape (Recharge 5-6). When Dispater takes damage, he reduces that damage to 0 and teleports up to 120 feet to an unoccupied space it can see.

MEPHISTOPHELES



Mephistopheles, the Lord of Cania, is the Archduke of the eight layer of Hell. Steeped in research and acquisition of knowledge, Mephistopheles has spent countless millennia on the study of arcane magic. The expanse of his research has attracted the attention of other archdukes, most notably Dispater the lord of the second, who now regularly sends envoys to Cania in case Mephistopheles stumbles upon new knowledge that he would also like to acquire. The most prominent research on Mephistopheles' table is that of hellfire magic. While he is the only one who has mastered the use of hellfire magic, Mephistopheles willingly imparts the power to influential people and devoted followers in order to build up and strengthen his cult following.

Irritable Lord. On the surface, he has a calm demeanor like that of a well-educated and sophisticated gentleman. But as Asmodeus's foremost wizard of the Nine Hells, Mephistopheles is impatient and unforgiving, and is prone to killing minions and other creatures that he may perceive to be distractions or annoyances to him. Over 9 feet tall with red skin, a muscular body, leathery bat wings, two curved great horns, long black hair, and yellow eyes, Mephistopheles' appearance is that of a traditional devil that mortals perceive. He wears a long, black cape and always carries his ranseur, a vicious three-pronged staff through which he can channel his hellfire magic.

Cania. Adventurers who dream of going to Cania will need to survive the frigid temperature that it offers. Without any protection, any creature will freeze to death in seconds while exposed to Cania's punishing weather. Mephistopheles chooses to keep the entire layer of Cania under freezing temperatures and ice storms to deter unwanted visitors. Anyone wishing to visit Cania will need to sign a written approval from Mephistopheles himself which grants visitors protection from the cold weather, but also makes them subject to Mephistopheles's Word of Injunction. Most visitors are loyal worshipers and powerful wizards who would like to study under Mephistopheles or offer him new knowledge. These unfortunate visitors soon find themselves the fancy of the Lord of Eight and are soon unwillingly bound to a contract and forced to toil in the vast libraries and research laboratories of Cania for all eternity.

Mephistar. The Citadel of Mephistar is the manor of Mephistopheles. Perched on top of the tallest point of Cania and surrounded by glaciers, Mephistar acts as the Lord of Eight's main laboratory. The entire citadel is colder than Cania, and the citadel's inhabitants, who are mostly scholars, sages, and wizards, have learned not to touch the walls for fear of freezing their limbs instantly. This design was not made to punish the dwellers though. Mephistar was brought to lower than freezing temperatures so that the citadel could sustain Mephistopheles' hellfire experiments. Some areas that house the strongest hellfire experiments have already started to melt and are creating icy pools on the floor. While these pools are a trivial matter to its denizens, naïve wanderers and intruders may find themselves frozen in an icy pool of water or dying of hypothermia.

Hellfire and Ice. The hallway to Mephistopheles lair is lined with various ports and hidden holes that blast hellfire from time to time. While others may see this as a trap, Mephistopheles only designed this for his amusement. In the middle of his lair, Mephistopheles sits on a slowly melting throne, with a "moat" of icy water surrounding the dais. The temperature in the room can change depending on Mephistopheles' whim. Adventurers who wish to defeat the Lord of Eight will have to deal with extreme heat and cold as they battle Mephistopheles. The archduke is an archmage and can emit an aura of hellfire from his body at will. As the true master of hellfire, Mephistopheles can disintegrate opponents through hellfire with nothing but a gaze. While Mephistopheles possesses all of these powers, he perceives combat as trivial and will have his subordinates and the ice devils he summons to fight for him.

Mephistopheles

Large fiend (devil), lawful evil

Armor Class 22 (natural armor)
Hit Points 325 (26d10 + 182)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	24 (+7)	26 (+8)	26 (+8)	27 (+8)

Saving Throws Dex +12, Int +16, Wis +16, Cha +16
Skills Arcana +16, History +16, Investigation +16, Perception +16, Persuasion +16, Religion +16
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities cold, fire, poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 240 ft., truesight 120 ft., passive Perception 26
Languages all, telepathy 120 ft.
Challenge 26 (90,000 XP)

Hellfire Aura. As a bonus action, Mephistopheles can emit an aura of diabolic fire, appearing swathed in dark searing flames. A creature that starts its turn within 10 feet of Mephistopheles, or touches him or hits him with a melee attack while within 10 feet of him and the Hellfire Aura is active takes 11 (2d10) fire damage. A creature that takes damage from the Hellfire Aura becomes vulnerable to fire damage until the start of its next turn. The Hellfire Aura remains until Mephistopheles dies or until he dismisses it as an action.

Innate Spellcasting. Mephistopheles's spellcasting ability is Charisma (spell save DC 24, +16 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *alter self* (can become Medium when changing his appearance), *detect magic, scorching ray* (5th level), *fireball, locate object, suggestion, telekinesis*
3/day each: *charm monster, dispel magic, unholy weapon* (see Appendix C. New Spells), *wall of fire*
1/day each: *divine word, meteor swarm, symbol, unholy aura* (see Appendix C. New Spells)

Spellcasting. Mephistopheles is a 20th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 24, +16 to hit with spell attacks) and he needs only verbal components to cast his spells. He has the following wizard spells prepared:

Cantrips (at will): *mage hand, mending, minor illusion, prestidigitation, ray of frost* (4d8 damage)
1st level (4 slots) : *identify, magic missile, shield*
2nd level (3 slots): *hold person, mind spike, misty step, scorching ray*
3rd level (3 slots): *counterspell, major image, lightning bolt*
4th level (3 slots): *arcane eye, fabricate, Otiluke's resilient sphere*
5th level (3 slots): *cone of cold, dominate person, modify memory, scrying*
6th level (2 slots): *chain lightning, disintegrate, soul cage, wall of ice*
7th level (2 slots): *delayed blast fireball, forcecage, sequester*
8th level (1 slot): *Abi-Dalzim's horrid wilting, dominate monster*
9th level (1 slot): *imprisonment, prismatic wall*

Legendary Resistance (3/Day). If Mephistopheles fails a saving throw, he can choose to succeed instead.

Magic Resistance. Mephistopheles has advantage on saving throws against spells and other magical effects.

Magic Weapons. Mephistopheles's weapon attacks are magical.

Regeneration. Mephistopheles regains 20 hit points at the start of his turn. If he takes radiant damage, this trait doesn't function at the start of his next turn. Mephistopheles dies only if he starts his turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. Mephistopheles makes two ranseur attacks.

Ranseur. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 11 (2d10) fire damage and the creature is vulnerable to fire damage until the end of Mephistopheles' next turn.

Hellfire Gaze (Recharge 5-6). Mephistopheles's eyes project intense fiery energy in a 120-foot line that is 5 feet wide. Each creature in that line must make a DC 23 Dexterity saving throw, taking 29 (6d6 + 8) fire damage on a failed save, or half as much on a successful one. If this damage reduces the target to 0 hit points, it is disintegrated. A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine ash and slag. The creature can be restored to life only by means of a true resurrection or a wish spell.

Word of Injunction (1/Day). Mephistopheles utters a dreadful word of power that can compel one creature it can see within 60 feet to die instantly or be assailed with waves of intense pain. The creature must have entered into a legally binding contract with Mephistopheles beforehand. Otherwise, it has no effect.

If the target has 150 hit points or less, Mephistopheles can choose to have its hit points reduced to 0 and its corpse reduced to ashes. Otherwise, Mephistopheles can cause the target to be affected by crippling pain and any speed it has can be no higher than 10 feet. The target also has disadvantage on attack rolls, ability checks, and saving throws, other than Constitution saving throws. Finally, if the target tries to cast a spell, it must first succeed on a Constitution saving throw, or the casting fails and the spell is wasted.

A target suffering this pain can make a DC 24 Constitution saving throw at the end of each of its turns. On a successful save, the pain ends.

Teleport. Mephistopheles magically teleports, along with any equipment he is wearing and carrying, up to 120 feet to an unoccupied space it can see.

Legendary Actions

Mephistopheles can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Mephistopheles regains spent legendary actions at the start of his turn.

Teleport. Mephistopheles uses his Teleport action.
Ranseur (Costs 2 Actions). Mephistopheles makes one ranseur attack.
Cast a Spell (Costs 1-3 Actions). Mephistopheles expends a spell slot to cast a 1st-, 2nd-, or 3rd-level spell that he has prepared. Doing so costs 1 legendary action per level of the spell.
Summon Ice Devil (Costs 3 Actions). Mephistopheles magically summons an Ice Devil. The devil appears in an unoccupied space within 60 feet of Mephistopheles, acts as Mephistopheles's ally, and can summon other devils if it has such power. The devil remains until Mephistopheles dies or until he dismisses it as an action.

Devil: The Aspects

Aspect of Asmodeus

Asmodeus, despite being the most powerful fiend in the known multiverse, ironically does not make it difficult to grant a petitioner an Aspect. However, the petitioner must willingly sign away his soul in eternal servitude to Asmodeus.

The Aspect of Asmodeus may not match the cunning and calculating logic of its progenitor, but it still captures the Lord of Nessus's magnetic appeal. The Aspect appears as a 13-foot tall, dark-skinned man with extremely handsome features. Two short curving horns sprout from its forehead and its eyes glow a malevolent red. It wears a rich crimson robe made from the most expensive materials and wields a faux version of the Archfiend's Ruby Rod. The Aspect exudes a charismatic aura that captivates any that look at it to kneel and bow in reverence and adoration.

While it may lack its progenitor's brilliant tactical mind, the Aspect is still a mighty being to face. Its spell abilities are already more than enough to defeat most heroes. But with the Ruby Rod in its hand, the Aspect is a very formidable opponent able to force enemies into submission, cast spells effortlessly, and freeze foes with a stare.

Aspect of Asmodeus

Large fiend (devil), lawful evil

Armor Class 19 (natural armor)
Hit Points 180 (19d10 + 76)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	18 (+4)	23 (+6)	23 (+6)	23 (+6)

Skills Deception +12, Insight +12, Perception +12, Persuasion +12
Damage Resistances lightning, necrotic, radiant; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities cold, fire, poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 240 ft., passive Perception 22
Languages all, telepathy 120 ft.
Challenge 17 (18,000 XP)

Aura of Submission. While the Aspect of Asmodeus is wielding the Ruby Rod, a creature that starts its turn within 20 feet of the Aspect of Asmodeus must succeed on a DC 20 Wisdom saving throw, unless the Aspect of Asmodeus is incapacitated. On a failed save, the creature must kneel and bow before the Aspect of Asmodeus until the start of its next turn. Until this kneeling and bowing ends, the target can't take actions or reactions, and its speed is 0 and can't be increased. If a creature's saving throw is successful, the creature is immune to the Aspect of Asmodeus's Aura of Submission for the next 24 hours.

Innate Spellcasting. The Aspect of Asmodeus's spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *alter self* (can become Medium when changing his appearance), *detect magic, dispel magic, hellish rebuke* (4th level), *identify, misty step, shield*
2/day each: *chain lightning, cone of cold, improved invisibility, mass suggestion, mislead, telekinesis*
1/day each: *dominate monster, prismatic spray, project image*

Spellcasting. The Aspect of Asmodeus is a 13th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 20, +12 to hit with spell attacks) and it needs only verbal components to cast its spells. It has the following cleric spells prepared:

Cantrips (at will): *guidance, mending, thaumaturgy, toll the dead*
1st level (4 slots): *command, healing word, sanctuary*
2nd level (3 slots): *hold person, silence, zone of truth*
3rd level (3 slots): *mass healing word, remove curse, spirit guardians*
4th level (3 slots): *banishment, freedom of movement, guardian of faith, locate creature*
5th level (2 slots): *dispel evil and good, flame strike, mass cure wounds, unholy weapon**
6th level (1 slot): *blade barrier, heal*
7th level (1 slot): *divine word*
* (see Appendix C. New Spells)

Legendary Resistance (1/Day). If the Aspect of Asmodeus fails a saving throw, it can choose to succeed instead.

Regeneration. The Aspect of Asmodeus regains 10 hit points at the start of its turn. If it takes cold or radiant damage, this trait doesn't function at the start of its next turn. The Aspect of Asmodeus dies only if it starts its turn with 0 hit points and doesn't regenerate.

Swift Caster. While wielding the Ruby Rod, the Aspect of Asmodeus can use a bonus action to cast a spell that has a casting time of one action.

Actions

Multiattack. The Aspect of Asmodeus attacks twice with its Ruby Rod and uses its Chill Gaze.

Ruby Rod. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage plus 4 (1d8) necrotic damage. If the target is a creature, it must make a DC 20 Wisdom saving throw. On a failed save, the creature must kneel and bow before the Aspect of Asmodeus until the start of its next turn. Until this kneeling and bowing ends, the target can't take actions or reactions, and its speed is 0 and can't be increased.

Chill Gaze. The Aspect of Asmodeus turns its magical gaze toward one creature it can see within 60 feet of it. The target must succeed on a DC 18 Constitution saving throw. On a failed save, the creature takes 16 (3d6 + 6) cold damage, can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last until the end of the Aspect of Asmodeus's next turn. On a successful save, the target takes half as much damage.

Teleport (Recharges 5/6). The Aspect of Asmodeus magically teleports, along with any equipment it is wearing and carrying, up to 60 feet to an unoccupied space it can see.

Legendary Actions

The Aspect of Asmodeus can take 4 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Aspect of Asmodeus regains spent legendary actions at the start of his turn.

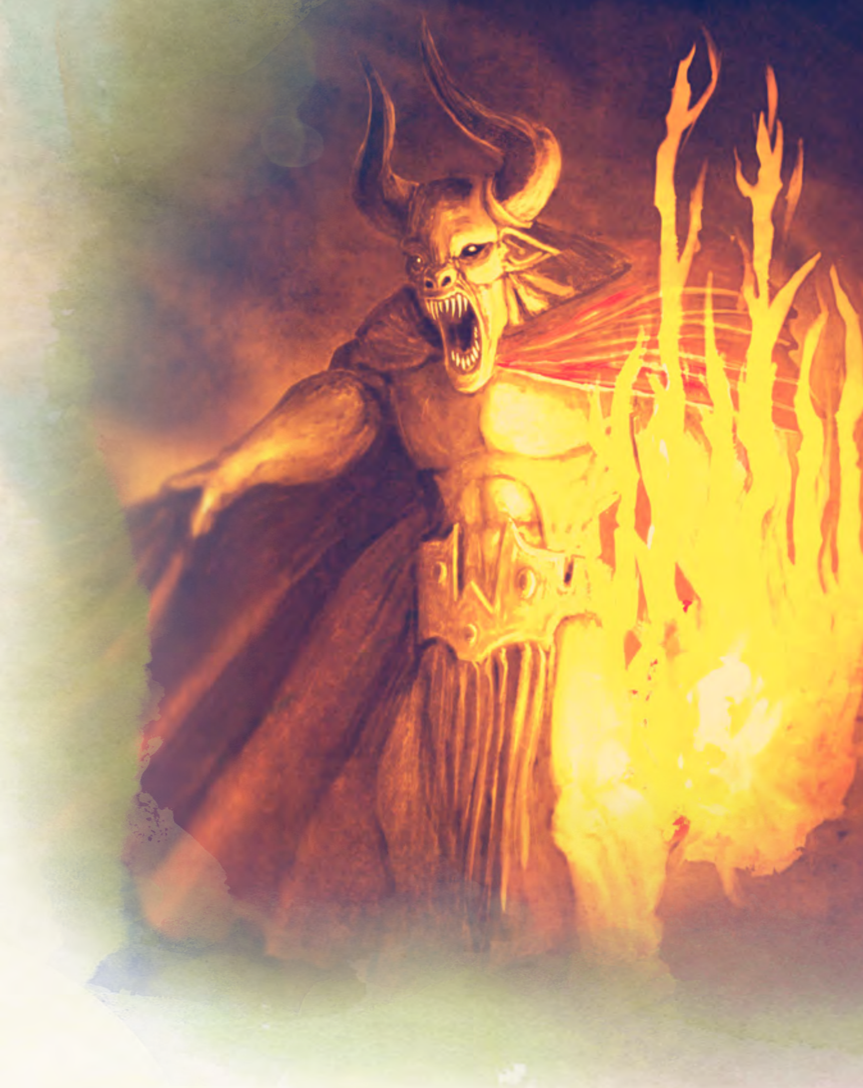
Chill Gaze. The Aspect of Asmodeus uses its Chill Gaze.
Command Submissive. The Aspect of Asmodeus targets one creature frightened by it that it can see within 60 feet of it. The target uses its reaction to move up to half its speed and make one weapon attack against a creature of Aspect of Asmodeus's choice that it can see.
Teleport. The Aspect of Asmodeus uses its Teleport action, if available.
Ruby Rod (Costs 2 Actions). The Aspect of Asmodeus attacks with its Ruby Rod.
Cast a Spell (Costs 1-4 Actions). The Aspect of Asmodeus expends a spell slot to cast a 1st-, 2nd-, 3rd-level, or 4th-level spell that it has prepared. Doing so costs 1 legendary action per level of the spell.

ASPECT OF BAEL

Bael only listens to petitions from his followers who consider themselves soldiers and generals, and only if the Aspect is to be used in times of war as part of a tactical move or stratagem.

The Aspect of Bael looks like a 10-foot tall muscular humanoid with handsome bovine features. It has an impressive mane of bright red hair and a pair of bull horns on its head. Its skin is colored gold and its mouth is ridged with sharp teeth and fangs.

When engaging enemies, the Aspect of Bael unfortunately does not share its progenitor's natural ability to think a few steps ahead, measure the battlefield, and make tactical decisions. Instead, the Aspect prefers to wade into battle with its morningstar, only falling back to its spells and other abilities if hard-pressed.



ASPECT OF BAEL

Large fiend (devil), lawful evil

Armor Class 15 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	16 (+3)	15 (+2)	17 (+3)	17 (+3)

Skills Intimidation +7, Perception +7, Persuasion +7
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire, poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 120 ft., passive Perception 17
Languages all, telepathy 60 ft.
Challenge 10 (5,900 XP)

Dreadful. The Aspect of Bael can use a bonus action to appear dreadful until the start of his next turn. Each creature, other than a devil, that starts its turn within 10 feet of the Aspect of Bael must succeed on a DC 15 Wisdom saving throw or be frightened until the start of the creature's next turn.

Innate Spellcasting. The Aspect of Bael's spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *alter self* (can become Medium when changing its appearance), *detect magic*
3/day each: *charm person, inflict wounds* (5th level), *invisibility, major image*
1/day each: *animate dead, dispel magic, suggestion*

Legendary Resistance (1/Day). If the Aspect of Bael fails a saving throw, it can choose to succeed instead.

Regeneration. The Aspect of Bael regains 10 hit points at the start of its turn. If it takes cold or radiant damage, this trait doesn't function at the start of its next turn. The Aspect of Bael dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The Aspect of Bael makes two melee attacks.

Hellish Morningstar. *Melee Weapon Attack:* +8 to hit, reach 20 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage plus 9 (2d8) necrotic damage.

Teleport (Recharges 5-6). The Aspect of Bael magically teleports, along with any equipment it is wearing and carrying, up to 60 feet to an unoccupied space it can see.

LEGENDARY ACTIONS

The Aspect of Bael can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Aspect of Bael regains spent legendary actions at the start of its turn.

Awaken Greed. The Aspect of Bael casts charm person or major image.
Teleport. The Aspect of Bael uses its Teleport action, if available.
Attack (Cost 2 Actions). The Aspect of Bael attacks once with its hellish morningstar.

ASPECT OF BEL

Large fiend (devil), lawful evil

Armor Class 15 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	18 (+4)	14 (+2)	19 (+4)

Skills Intimidation +9, Perception +7, Persuasion +9
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire, poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 120 ft., passive Perception 17
Languages all, telepathy 60 ft.
Challenge 13 (10,000 XP)

Fear Aura. A creature that starts its turn within 20 feet of the Aspect of Bel must succeed on a DC 17 Wisdom saving throw, unless the Aspect of Bel is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the Aspect of Bel's Fear Aura for the next 24 hours.

Innate Spellcasting. The Aspect of Bel's spellcasting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no material components:

At will: *detect magic*
3/day each: *fireball, mirror image*
1/day each: *dispel magic, hold monster, wall of fire*

Legendary Resistance (1/Day). If the Aspect of Bel fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The Aspect of Bel makes two attacks: one with its greatsword and one with its tail.

Greatsword. *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit:* 19 (4d6 + 5) slashing damage plus 10 (3d6) fire damage. If the target is a flammable object that is not being held or worn, it catches fire.

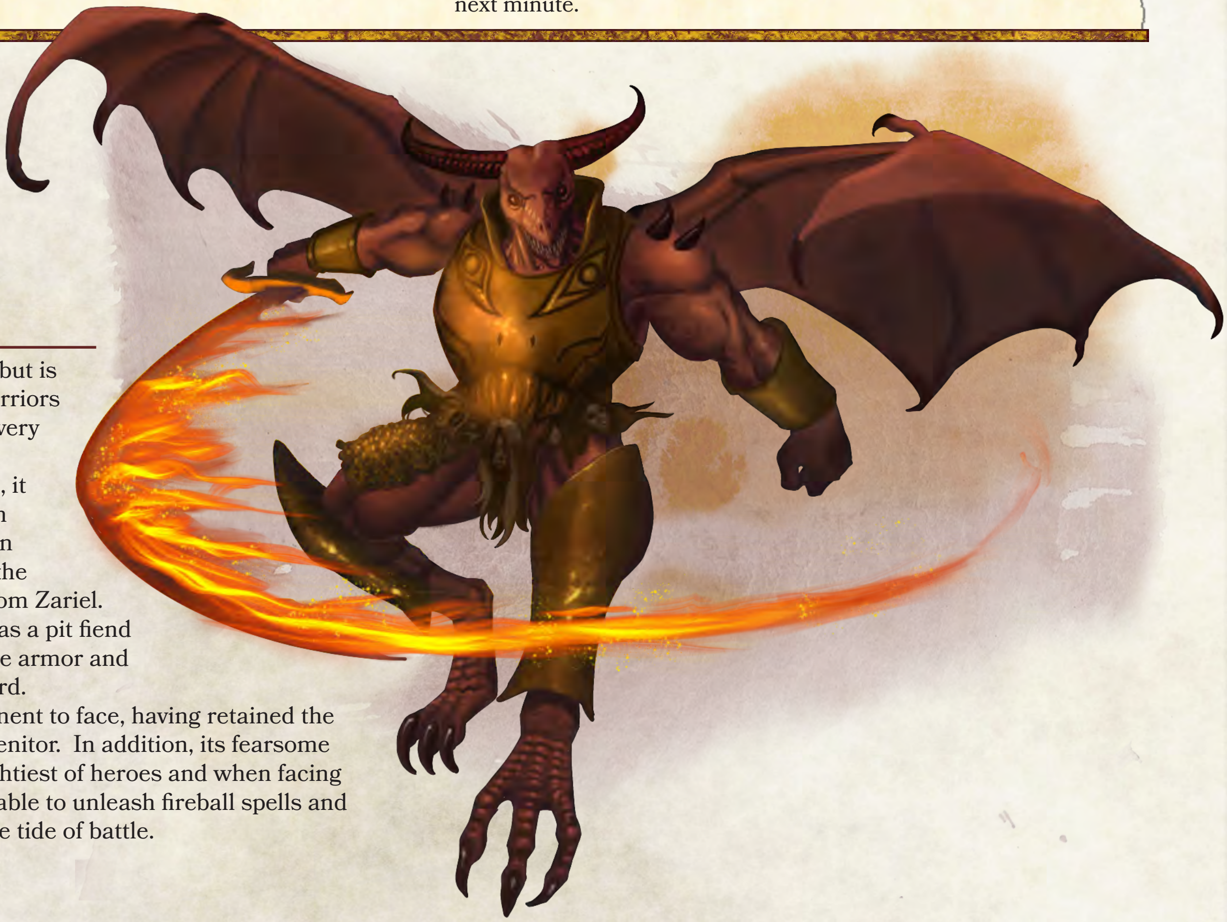
Tail. *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 18 Constitution saving throw or be stunned until the end of its next turn.

Teleport (Recharges 5-6). The Aspect of Bel magically teleports, along with any equipment it is wearing and carrying, up to 60 feet to an unoccupied space it can see.

LEGENDARY ACTIONS

The Aspect of Bel can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Aspect of Bel regains spent legendary actions at the start of its turn.

Move. The Aspect of Bel moves up to half its speed.
Teleport. The Aspect of Bel uses its Teleport action, if available.
Attack (Cost 2 Actions). The Aspect of Bel attacks once with its greatsword.
Fireball (Cost 2 Actions). The Aspect of Bel casts *fireball.*
Tactical Edge (Cost 2 Actions). Roll a d6 for the Aspect of Bel. The number rolled on the die is subtracted from the next attack roll made against the Aspect of Bel or an ally of its choice within the next minute.



ASPECT OF BEL

Bel does not have any cults, but is still worshipped by some warriors and soldiers. Although it is very unlikely that he will grant a petition to bestow an Aspect, it is still possible depending on the reason, especially if it can somehow help him reclaim the rulership of Avernus back from Zariel.

The Aspect of Bel appears as a pit fiend wearing a golden suit of plate armor and wielding a flaming greatsword.

The fiend is a deadly opponent to face, having retained the tactical brilliance of its progenitor. In addition, its fearsome sword can cut down the mightiest of heroes and when facing a great number of foes, it is able to unleash fireball spells and wall of fire to quickly turn the tide of battle.

Aspect of Dispater

Probably the only reasons Dispater will grant an Aspect to its petitioner is if Dispater will gain a the petitioner's soul or secret information important enough to the Lord of Dis.

The Aspect of Dispater will resemble a 7-foot tall tall man with long dark hair, a pair of short horns on its forehead, and with one leg ending with a cloven hoof. The Aspect's skin is pale like a corpse's, but is as tough as iron. It wears an expensive-looking and finely embroidered clothing and wields a spiked iron mace.

In combat, the Aspect of Dispater will rely mostly on its Touch attacks and heavy mace. Against groups, it uses its Deadly Secrets and targets the most vulnerable enemy such as a mage. Against a challenging enemy, the Aspect will use its Enemy Insight to gain as much advantage as it can.

Aspect of Dispater

Medium fiend (devil), lawful evil

Armor Class 18 (plate)
Hit Points 161 (17d8 + 85)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	18 (+4)	16 (+3)	19 (+4)

Skills Insight +8, Perception +8, Persuasion +9, Survival +8
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire, poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 120 ft., passive Perception 18
Languages all, telepathy 120 ft.
Challenge 14 (11,500 XP)

Fear Aura. A creature that starts its turn within 20 feet of the Aspect of Dispater must succeed on a DC 17 Wisdom saving throw, unless the Aspect of Dispater is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the Aspect of Dispater's Fear Aura for the next 24 hours.

Innate Spellcasting. The Aspect of Dispater's spellcasting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no material components:

At will: *alter self* (can become Medium when changing its appearance), *cloud of daggers* (4th level), *detect magic, heat metal* (4th level), *shield*
2/day each: *charm monster, dispel magic, staggering smite, unholy weapon*, suggestion, wall of iron**
*(see Appendix C. New Spells)

Legendary Resistance (1/Day). If the Aspect of Dispater fails a saving throw, it can choose to succeed instead.

Regeneration. The Aspect of Dispater regains 10 hit points at the start of its turn. If it takes radiant damage, this trait doesn't function at the start of its next turn. The Aspect of Dispater dies only if it starts its turn with 0 hit points and doesn't regenerate.

Rust Metal. Any nonmagical weapon made of metal that hits the Aspect of Dispater corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed.

Ammunition made of metal that hits the Aspect of Dispater is destroyed after dealing damage.

Actions

Multiattack. The Aspect of Dispater makes two heavy mace attacks. He can use Iron Touch or Rusting Touch in place of one of these attacks.

Heavy Mace. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage plus 9 (2d8) force damage.

Iron Touch. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 8 (1d6 + 5) piercing damage and the target must succeed on a DC 17 Constitution saving throw against being magically turned into iron. On a failed save, the creature begins to turn to iron and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is turned into iron for 1 hour.

Rusting Touch. The Aspect of Dispater corrodes nonmagical ferrous metal object it can see within 5 feet of it. If the object isn't being worn or carried, the touch destroys a 1-foot cube of it. If the object is being worn or carried by a creature, the creature can make a DC 17 Dexterity saving throw to avoid the Aspect of Dispater's touch.

If the object touched is either nonmagical metal armor or a nonmagical metal shield being worn or carried, its takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If the object touched is a held nonmagical metal weapon, it rusts as described in the Rust Metal trait.

Deadly Secrets (Recharge 5-6). The Aspect of Dispater chooses one creature it can see within 60 feet of it. Each ally of the target within 60 feet of the Aspect of Dispater and can hear the Aspect of Dispater must succeed on a DC 17 Wisdom saving throw. On a failed save, the target takes 13 (3d8) psychic damage and must use its reaction to move up to half its speed towards the target and if it is within range, make one melee weapon attack against it. Otherwise, it must make a ranged weapon attack or ranged spell attack against the target. On a successful save, a creature takes half as much damage. Constructs and undead are immune to this effect.

Teleport (Recharges 5-6). The Aspect of Dispater magically teleports, along with any equipment it is wearing and carrying, up to 60 feet to an unoccupied space it can see.

Legendary Actions

The Aspect of Dispater can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Aspect of Dispater regains spent legendary actions at the start of its turn.

Attack. The Aspect of Dispater makes a heavy mace attack.
Dispater's Touch. The Aspect of Dispater uses Iron Touch or Rusting Touch.
Teleport. The Aspect of Dispater uses its Teleport action, if available.
Enemy Insight (Costs 2 Actions). The Aspect of Dispater chooses one target it can see within 60 feet of it. Until the end of the Aspect of Dispater's next turn, The Aspect of Dispater has advantage on the next attack roll and saving throw it makes against the target. In addition, the target has disadvantage on the next attack roll and saving throw it makes against the Aspect of Dispater.
Raise Barrier (Costs 2 Actions). The Aspect of Dispater casts *cloud of daggers* or *wall of iron.*

Aspect of Geryon

Huge fiend (devil), lawful evil

Armor Class 15 (natural armor)
Hit Points 147 (14d12 + 56)
Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	13 (+1)	18 (+4)	14 (+2)	12 (+1)	17 (+3)

Skills Deception +7, Intimidation +7, Perception +5
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities cold, fire, poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 120 ft., passive Perception 15
Languages all, telepathy 60 ft.
Challenge 11 (7,200 XP)

Innate Spellcasting. The Aspect of Geryon's spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no material components:

At will: *alter self* (can become Medium when changing its appearance), *detect magic*
3/day each: *invisibility* (self only), *locate object, suggestion*
1/day each: *ice storm, wall of ice*

Legendary Resistance (1/Day). If the Aspect of Geryon fails a saving throw, it can choose to succeed instead.

Regeneration. The Aspect of Geryon regains 10 hit points at the start of its turn. If it takes radiant damage, this trait doesn't function at the start of its next turn. The Aspect of Geryon dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The Aspect of Geryon makes two attacks: one with its claws and one with its stinger.

Claws. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage. If the target is Large or smaller, it is grappled (DC 17) and restrained until the grapple ends. The Aspect of Geryon can grapple one creature at a time. If the target is already grappled by the Aspect of Geryon, the target takes an extra 14 (4d6) slashing damage.

Stinger. *Melee Weapon Attack:* +9 to hit, reach 20 ft., one creature. *Hit:* 10 (2d4 + 5) piercing damage, and the target must succeed on a DC 16 Constitution saving throw or take 9 (2d8) poison damage and become poisoned until it finishes a short or long rest. The target's hit point maximum is reduced by an amount equal to half the poison damage it takes. If its hit point maximum drops to 0, it dies. This reduction lasts until the poisoned condition is removed.

Sound the Horn (1/Day). The Aspect of Geryon blows its horn, which causes 1d3 + 1 minotaurs to appear in unoccupied spaces of his choice within 60 feet of it and act as its allies. The minotaurs roll initiative when they appear. They remain until they die or the Aspect of Geryon uses an action to dismiss any or all of them.

Teleport (Recharges 5-6). The Aspect of Geryon magically teleports, along with any equipment it is wearing and carrying, up to 60 feet to an unoccupied space it can see.

Legendary Actions

The Aspect of Geryon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Aspect of Geryon regains spent legendary actions at the start of its turn.

Infernal Glare. The Aspect of Geryon targets one creature it can see within 60 feet of it. If the target can see Aspect of Geryon, the target must succeed on a DC 15 Wisdom saving throw or become frightened of the Aspect of Geryon until the end of its next turn.

Teleport. The Aspect of Geryon uses its Teleport action, if available.

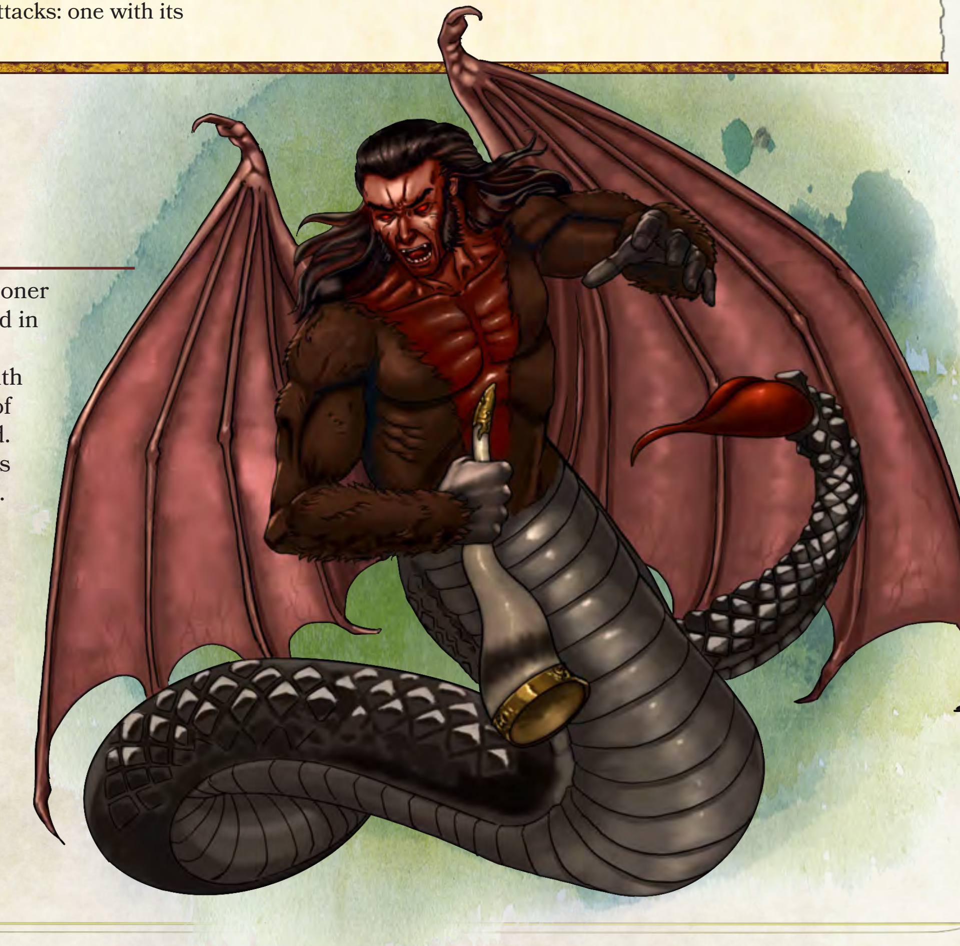
Swift Sting (Costs 2 Actions). The Aspect of Geryon attacks with its stinger.

Aspect of Geryon

It doesn't take much for Geryon to grant a petitioner an Aspect, for as long as the Aspect is to be used in hunting and destroying its enemies.

The Aspect of Geryon resembles a creature with the torso and arms of a gorilla, the lower body of a giant serpent, and the head of giant humanoid. Great bat-like wings spread from its back and its tail ends with a stinger that drips deadly venom.

The Aspect of Geryon lives for battle and relishes entering into melee combat where it enjoys tearing foes with its claws and impaling others with its stinger. It will only use its Horn or spells if hard-pressed or facing a great number of opponents.



Aspect of Mephistopheles

Of all archdevils, Mephistopheles is the least likely to bestow an Aspect. The Lord of Cania rarely entertains any of its worshipers and hates any distractions they bring. The only time it would consider granting one is if the petitioner is an exceptional wizard or sage that can be of use to him and is willing to sign over their souls.

The Aspect of Mephistopheles stands 9 feet, has deep crimson skin, and handsome-yet-devilish features. It has blood-red pupils, thick, jet-black hair, bat-like wings, and long horns that curl backwards. The Aspect is often dressed in a wizard's robes but without the top, revealing a muscular bare chest. It wields a flaming ranseur.

The Aspect of Mephistopheles will rely mostly on its spells to deal with its opponents, avoiding melee combat. Against groups of foes it will unleash *chain lightning, cone of cold, fireball, lightning bolt,* and its hellfire gaze. Against single tough opponents, it will use *dominate person, Otiluke's resilient sphere*, *charm monster, scorching ray,* and *telekinesis*.

Aspect of Mephistopheles

Large fiend (devil), lawful evil

Armor Class 17 (natural armor)
Hit Points 171 (18d10 + 72)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	18 (+4)	18 (+4)	18 (+4)	19 (+4)

Skills Arcana +9, History +9, Investigation +9, Perception +9, Persuasion +9, Religion +9
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities cold, fire, poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 120 ft., passive Perception 19
Languages all, telepathy 120 ft.
Challenge 15 (13,000 XP)

Hellfire Aura. As a bonus action, the Aspect of Mephistopheles can emit an aura of diabolic fire, appearing swathed in dark searing flames. A creature that starts its turn within 10 feet of the Aspect of Mephistopheles, or touches it or hits it with a melee attack while within 10 feet of it and the Hellfire Aura is active takes 7 (2d6) fire damage. A creature that takes damage from the Hellfire Aura becomes vulnerable to fire damage until the start of its next turn. The Hellfire Aura remains until the Aspect of Mephistopheles dies or until he dismisses it as an action.

Innate Spellcasting. The Aspect of Mephistopheles's spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *alter self* (can become Medium when changing its appearance), *detect magic*
3/day each: *scorching ray* (4th level), *fireball, locate object, suggestion, telekinesis*
1/day each: *charm monster, dispel magic, unholy weapon* (see Appendix C. New Spells)*, wall of fire*

Legendary Resistance (1/Day). If the Aspect of Mephistopheles fails a saving throw, it can choose to succeed instead.

Regeneration. The Aspect of Mephistopheles regains 10 hit points at the start of its turn. If it takes radiant damage, this trait doesn't function at the start of its next turn. The Aspect of Mephistopheles dies only if it starts its turn with 0 hit points and doesn't regenerate.

Spellcasting. The Aspect of Mephistopheles is an 11th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks) and it needs only verbal components to cast its spells. It has the following wizard spells prepared:

Cantrips (at will): *mage hand, mending, minor illusion, prestidigitation, ray of frost* (4d8 damage)
1st level (4 slots) : *identify, magic missile, shield*
2nd level (3 slots): *hold person, misty step,*
3rd level (3 slots): *counterspell, major image, lightning bolt*
4th level (3 slots): *arcane eye, fabricate, Otiluke's resilient sphere*
5th level (2 slots): *cone of cold, dominate person, scrying*
6th level (1 slot): *chain lightning*

Actions

Multiattack. The Aspect of Mephistopheles makes two ranseur attacks.

Ranseur. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage plus 5 (1d10) fire damage and the creature is vulnerable to fire until the end of the Aspect of Mephistopheles's next turn.

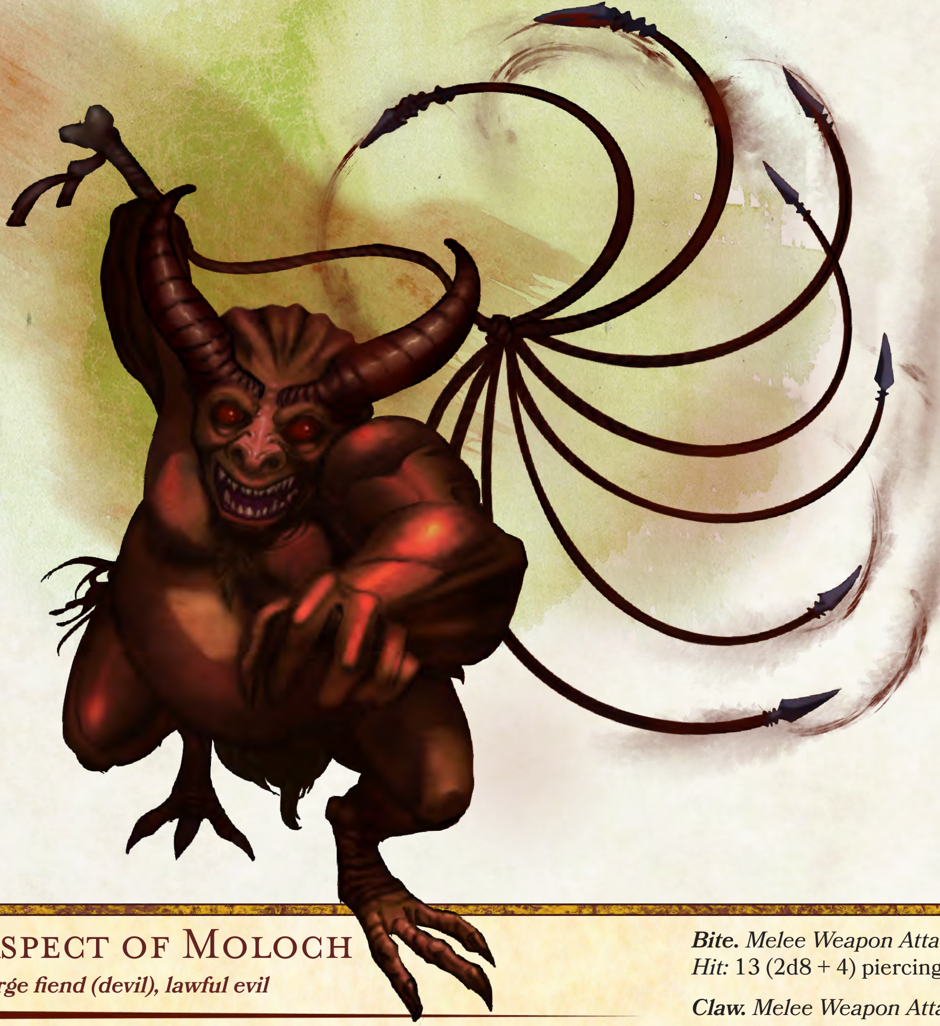
Hellfire Gaze (1/Day). The Aspect of Mephistopheles's eyes project intense fiery energy in a 120-foot line that is 5 feet wide. Each creature in that line must make a DC 17 Dexterity saving throw, taking 21 (5d6 + 4) fire damage on a failed save, or half as much on a successful one. If this damage reduces the target to 0 hit points, it is disintegrated. A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine ash and slag. The creature can be restored to life only by means of a true resurrection or a wish spell.

Teleport (Recharges 5-6). The Aspect of Mephistopheles magically teleports, along with any equipment it is wearing and carrying, up to 60 feet to an unoccupied space it can see.

Legendary Actions

The Aspect of Mephistopheles can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Aspect of Mephistopheles regains spent legendary actions at the start of its turn.

Attack. The Aspect of Mephistopheles makes one ranseur attack.
Teleport. The Aspect of Mephistopheles uses its Teleport action, if available
Cast a Spell (Costs 1-3 Actions). The Aspect of Mephistopheles expends a spell slot to cast a 1st-, 2nd-, or 3rd-level spell that he has prepared. Doing so costs 1 legendary action per level of the spell.



ASPECT OF MOLOCH

It doesn't take much for Moloch to grant petitioners an Aspect, as it currently needs coins, gems, and treasure to help build an army.

The Aspect of Moloch has a powerful, stout crimson-skinned physique with thick arms and legs that ripple with muscle. Large ridged horns sprout from the side of its head and its mouth is filled with fearsome sharp teeth.

The Aspect has an array of abilities to employ against its foes, but mostly relies on its martial-based abilities. It uses its breath of despair as often as it can, especially against large groups of foes.

ASPECT OF MOLOCH

Large fiend (devil), lawful evil

Armor Class 15 (natural armor)
Hit Points 110 (13d10 + 39)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	16 (+3)	16 (+3)	13 (+1)	17 (+3)

Skills Deception +7, Intimidation +7, Perception +5
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire, poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 120 ft., passive Perception 15
Languages all, telepathy 60 ft.
Challenge 10 (5,900 XP)

Innate Spellcasting. The Aspect of Moloch's spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no material components:

At will: *alter self* (can become Medium when changing its appearance), *detect magic*
1/day each: *burning hands* (as a 4th level spell), *confusion, fly, major image, stinking cloud, suggestion, wall of fire*

Legendary Resistance (1/Day). If the Aspect of Moloch fails a saving throw, it can choose to succeed instead.

Regeneration. The Aspect of Moloch regains 10 hit points at the start of its turn. If it takes radiant damage, this trait doesn't function at the start of its next turn. The Aspect of Moloch dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The Aspect of Moloch makes three attacks: one with its bite, one with its claw, and one with its whip.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Many-Tailed Whip. *Melee Weapon Attack:* +8 to hit, reach 20 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage plus 4 (1d8) lightning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be pulled up to 20 feet in a straight line toward Aspect of Moloch.

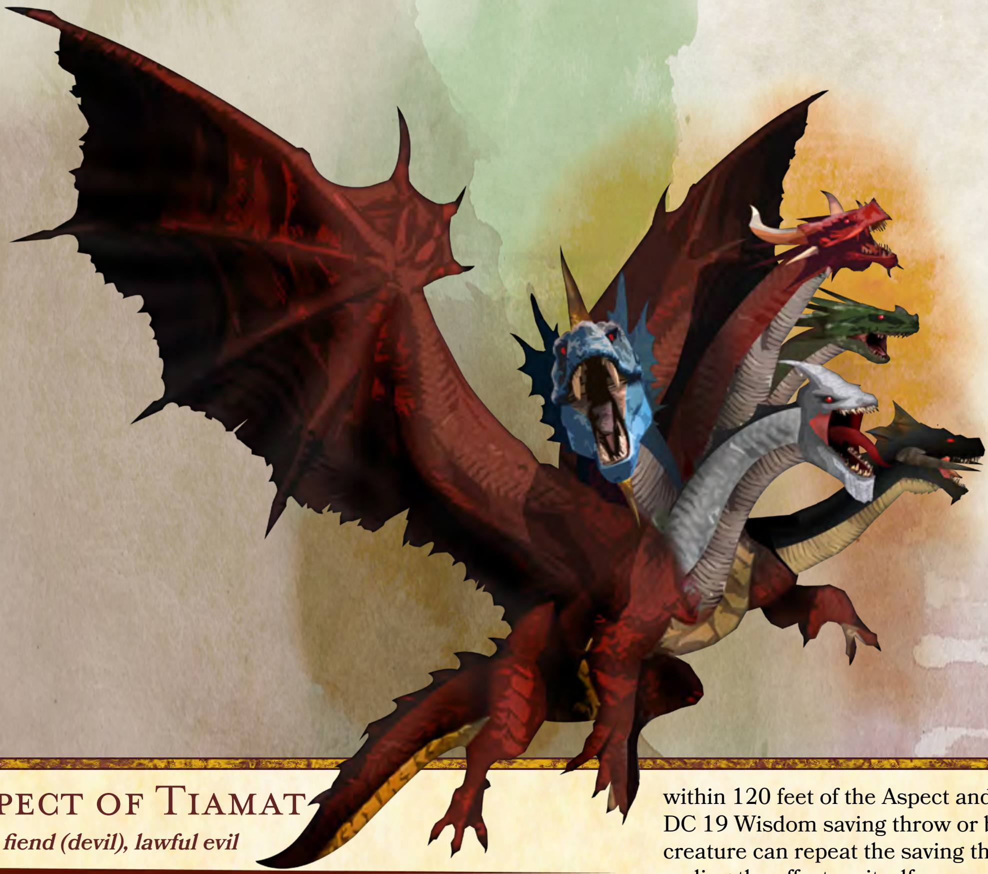
Breath of Despair (Recharge 5-6). The Aspect of Moloch exhales in a 30-foot cube. Each creature in that area must succeed on a DC 15 Wisdom saving throw or take 16 (3d10) psychic damage, drop whatever it is holding, and become frightened for 1 minute. While frightened in this way, a creature must take the Dash action and move away from the Aspect of Moloch by the safest available route on each of its turns, unless there is nowhere to move, in which case it needn't take the Dash action. If the creature ends its turn in a location where it doesn't have line of sight to the Aspect of Moloch, the creature can repeat the saving throw. On a success, the effect ends.

Teleport (Recharges 5-6). The Aspect of Moloch magically teleports, along with any equipment it is wearing and carrying, up to 60 feet to an unoccupied space it can see.

LEGENDARY ACTIONS

The Aspect of Moloch can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Aspect of Moloch regains spent legendary actions at the start of its turn.

Teleport. The Aspect of Moloch uses its Teleport action.
Whip. The Aspect of Moloch makes one attack with its whip.
Cast Spell (Costs 2 Actions). The Aspect of Moloch casts a spell.



Aspect of Tiamat

It was only recently that Tiamat was almost able to return to the Prime Material Plane but was thwarted at the last moment by an intrepid group of heroes. She will be willing to grant a petitioner an Aspect if it would somehow help her further her goal of escaping her eternal prison in the Nine Hells.

The Aspect of Tiamat will appear as a huge multi-headed dragon with each chromatic dragon head represented.

The Aspect of Tiamat may not be as powerful as its progenitor, but it is still be terrifying entity to engage. Not many can survive a single dragon's breath, let alone one every turn.

Aspect of Tiamat

Huge fiend (devil), lawful evil

Armor Class 19 (natural armor)
Hit Points 218 (19d12 + 95)
Speed 60 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	21 (+5)	19 (+4)	19 (+4)	21 (+5)

Skills Arcana +10, Perception +10, Religion +10
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities acid, cold, fire, lightning, poison
Condition Immunities blinded, charmed, deafened, frightened, poisoned, stunned
Senses blindsight 60 ft., darkvision 240 ft., passive Perception 20
Languages Common, Draconic, Infernal
Challenge 17 (18,000 XP)

Innate Spellcasting (1/Day). The Aspect can innately cast *Divine Word* (spell save DC 19). Its spellcasting ability is Charisma.

Legendary Resistance (1/Day). If the Aspect fails a saving throw, it can choose to succeed instead.

Regeneration. If the Aspect has at least 1 hit point, it regains 10 hit points at the start of its turn.

Multiple Heads. The Aspect can take one reaction per turn, rather than only one reaction per round. It also has advantage on saving throws against being knocked unconscious. If it fails a saving throw against an effect that would stun a creature, one of its unspent legendary actions is spent.

Actions

Multiattack. The Aspect can use its Frightful Presence. It then makes three attacks: two with its claws and one with its tail.

Claw. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Frightful Presence. Each creature of the Aspect's choice that is within 120 feet of the Aspect and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the the Aspect's Frightful Presence for the next 24 hours.

Legendary Actions

The Aspect can take 5 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Aspect regains spent legendary actions at the start of its turn.

The Aspect's legendary actions are associated with its five dragon heads (a bite and a breath weapon for each). Once the Aspect chooses a legendary action for one of its heads, it can't choose another one associated with that head until the start of its next turn.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 7 (2d6) acid damage (black dragon head), lightning damage (blue dragon head), poison damage (green dragon head), fire damage (red dragon head), or cold damage (white dragon head).

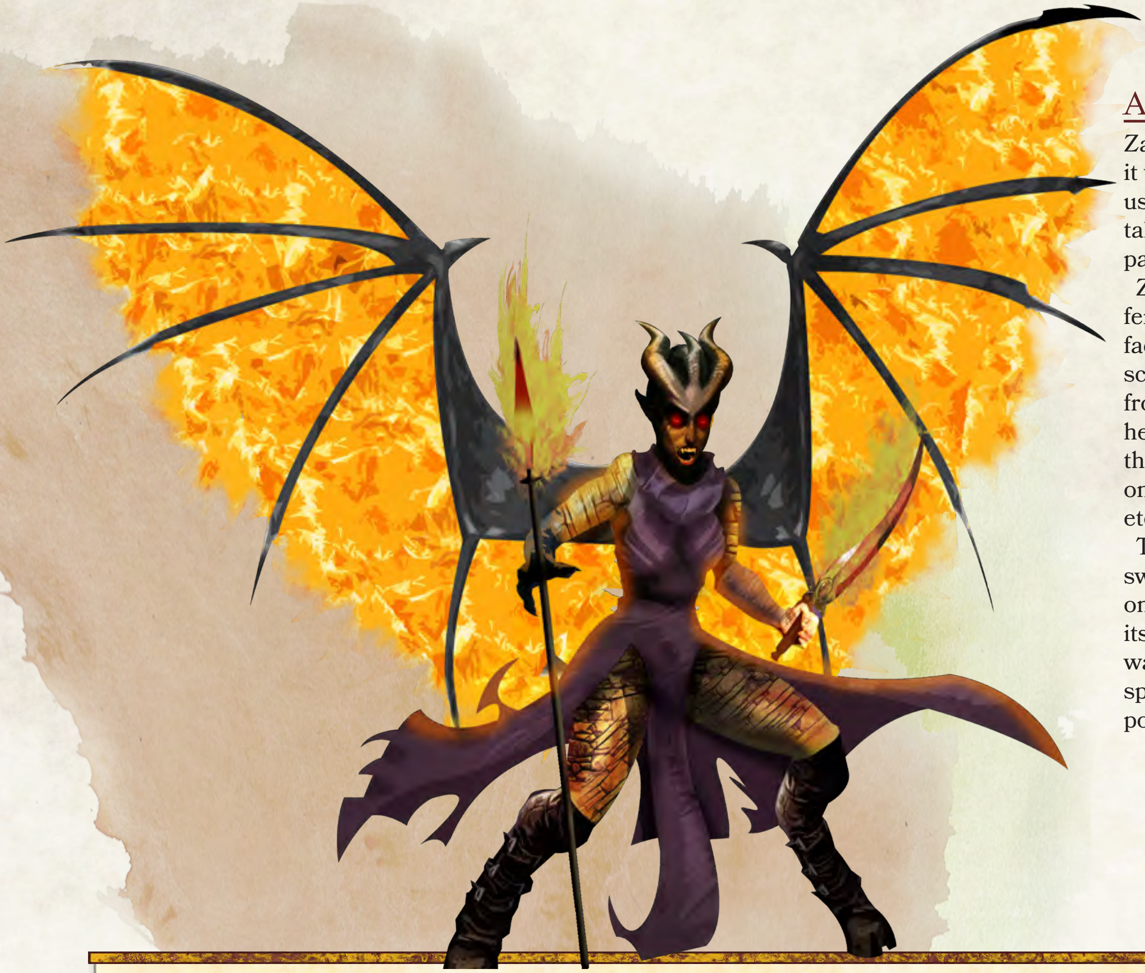
Black Dragon Head (Costs 2 Actions). The Aspect exhales acid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 27 (6d8) acid damage on a failed save, or half as much damage on a successful one.

Green Dragon Head (Costs 2 Actions). The Aspect exhales poisonous gas in a 60-foot cone. Each creature in that area must make a DC 19 Dexterity saving throw, taking 28 (8d6) poison damage on a failed save, or half as much damage on a successful one.

Blue Dragon Head (Costs 2 Actions). The Aspect exhales lightning in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 33 (6d10) lightning damage on a failed save, or half as much damage on a successful one.

Red Dragon Head (Costs 2 Actions). The Aspect exhales fire in a 60-foot cone. Each creature in that area must make a DC 19 Dexterity saving throw, taking 31 (9d6) fire damage on a failed save, or half as much damage on a successful one.

White Dragon Head (Costs 2 Actions). The Aspect exhales an icy blast in a 60-foot cone. Each creature in that area must make a DC 19 Dexterity saving throw, taking 27 (6d8) fire damage on a failed save, or half as much damage on a successful one.



Aspect of Zariel

Zariel grants petitioners her Aspect if it will help her cause, especially if it is used to train particularly skilled and talented warriors that may become part of Zariel's army.

Zariel's Aspect resembles a 9-foot tall female with angelic features, but its facial expressions twisted in an eternal scowl. It has three horns sprouting from its forehead that curls over its head seemingly like a helmet and legs that resemble a goat's. Wings that once had feathers now burn with an eternal flame, spread from its back.

The Aspect of Zariel wields a flaming sword and javelin, which it relies on most during combat, just like its progenitor. Priding itself a true warrior, the Aspect rarely uses its spells and abilities unless faced with a powerful foe.

Aspect of Zariel

Large fiend (devil), lawful evil

Armor Class 17 (natural armor)
Hit Points 241 (23d10 + 115)
Speed 40 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	20 (+5)	19 (+4)	20 (+5)	22 (+6)

Skills Intimidation +11, Perception +10
Damage Resistances cold, fire, necrotic, radiant; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 120 ft., passive Perception 20
Languages all, telepathy 60 ft.
Challenge 15 (13,000 XP)

Devil's Sight. Magical darkness doesn't impede the Aspect of Zariel's darkvision.

Fiery Weapons. The Aspect of Zariel's weapon attacks are magical. When it hits with any weapon, the weapon deals an extra 9 (2d8) fire damage (included in the weapon attacks below).

Innate Spellcasting. The Aspect of Zariel's spellcasting ability is Charisma (spell save DC 19). It can innately cast the following spells, requiring no material components:

At will: *alter self* (can become Medium when changing its appearance), *detect evil and good*
1/day each: *fireball, invisibility* (self only), *wall of fire*

Legendary Resistance (1/Day). If the Aspect of Zariel fails a saving throw, it can choose to succeed instead.

Regeneration. The Aspect of Zariel regains 10 hit points at the start of its turn. If it takes radiant damage, this trait doesn't function at the start of its next turn. The Aspect of Zariel dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The Aspect of Zariel attacks twice with its longsword or with its javelins. It can substitute Horrid Touch for one of these attacks.

Longsword. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage, or 16 (2d10 + 5) slashing damage if used with two hands, plus 9 (2d8) fire damage.

Javelin. *Melee or Ranged Weapon Attack:* + 10 to hit, range 30/120 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage plus 9 (2d8) fire damage.

Horrid Touch (Recharge 5-6) . *Melee Weapon Attack:* + 10 to hit, reach 10 ft., one target. *Hit:* 22 (4d10) necrotic damage, and the target is poisoned for 1 minute. While poisoned in this way, the target is also blinded and deafened. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

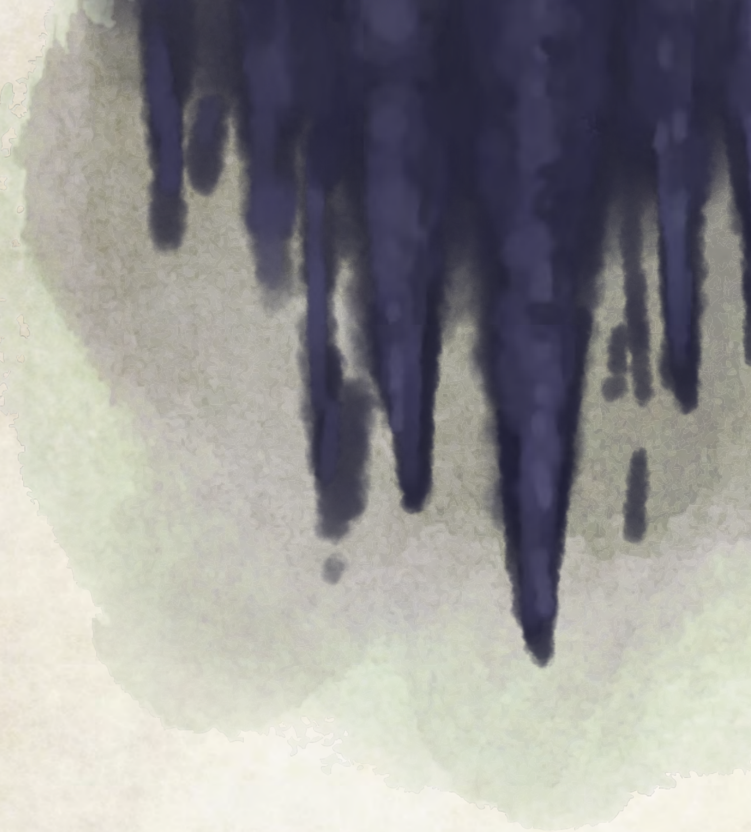
Teleport (Recharges 5-6). The Aspect of Zariel magically teleports, along with any equipment it is wearing and carrying, up to 60 feet to an unoccupied space it can see.

Legendary Actions

The Aspect of Zariel can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Aspect of Zariel regains spent legendary actions at the start of its turn.

Move. The Aspect of Zariel moves up to half its speed.
Teleport. The Aspect of Zariel uses its Teleport action, if available.
Immolating Gaze (Costs 2 Actions). The Aspect of Zariel turns its magical gaze toward one creature it can see within 120 feet of it and commands it to combust. The target must succeed on a DC 19 Wisdom saving throw or take 16 (3d10) fire damage.

DESTRACHANS



DESTRACHAN

Destrachans are cruel Underdark-dwelling creatures that look vaguely reptilian and move about like ten-feet long bipedal dinosaurs, but are actually quite intelligent and very sadistic. They normally hunt in packs, feeding on misery and taking pleasure in torturing their victims before going in for the kill.

Sightless Hunters. As underground creatures, destrachans have evolved to become naturally blind, relying more on their unmatched sense of hearing to navigate their surroundings and locate viable prey. They have a pair of sophisticated, three-part ears that can pinpoint a target's exact location more accurately than sight.

Deadly Harmonics. What makes destrachans dangerous are their ability to emit flesh-rending sound waves. Their tubular maws can project carefully focused harmonics, producing sonic vibrations so powerful it can literally shatter objects and barriers. Their tough scaly hide has naturally evolved as well to become resistant to their own harmonics, as well as other thunder-based attacks.

DESTRACHAN

Large monstrosity, neutral evil

Armor Class 15 (natural armor)
Hit Points 68 (8d10 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	6 (-2)	14 (+2)	8 (-1)

Skills Perception +4, Stealth +3
Damage Resistances thunder
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 14
Languages understands Undercommon but can't speak
Challenge 3 (700 XP)

Echolocation. The destrachan can't use its blindsight while deafened.

Keen Hearing. The destrachan has advantage on Wisdom (Perception) checks that rely on hearing.

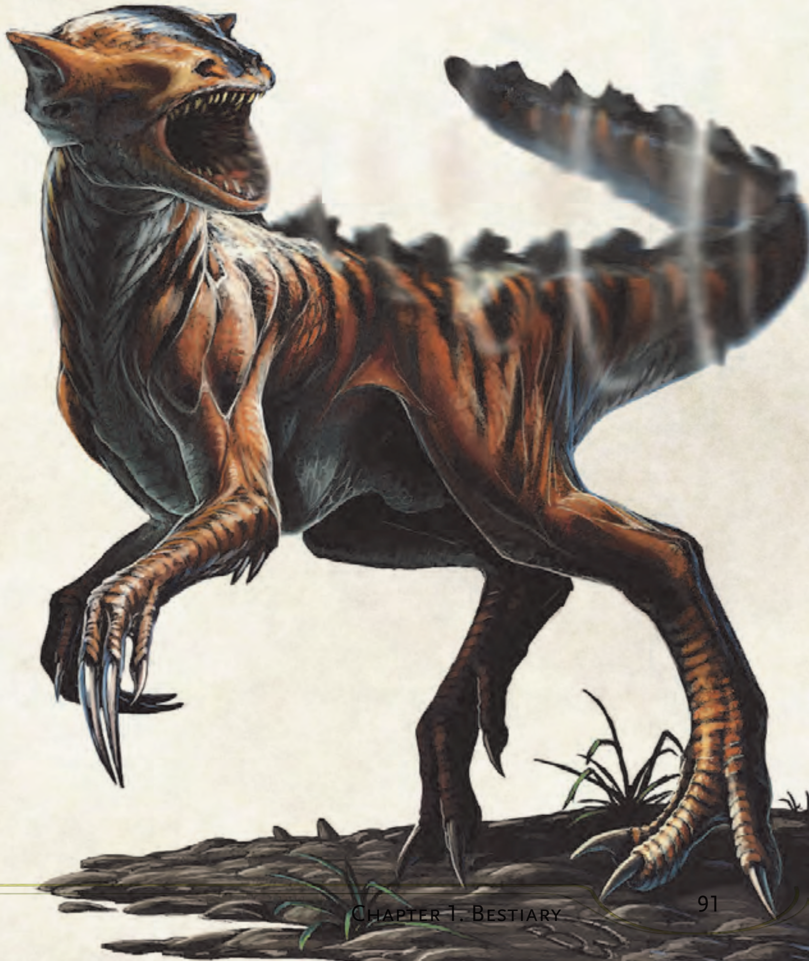
ACTIONS

Multiattack. The destrachan makes two claw attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

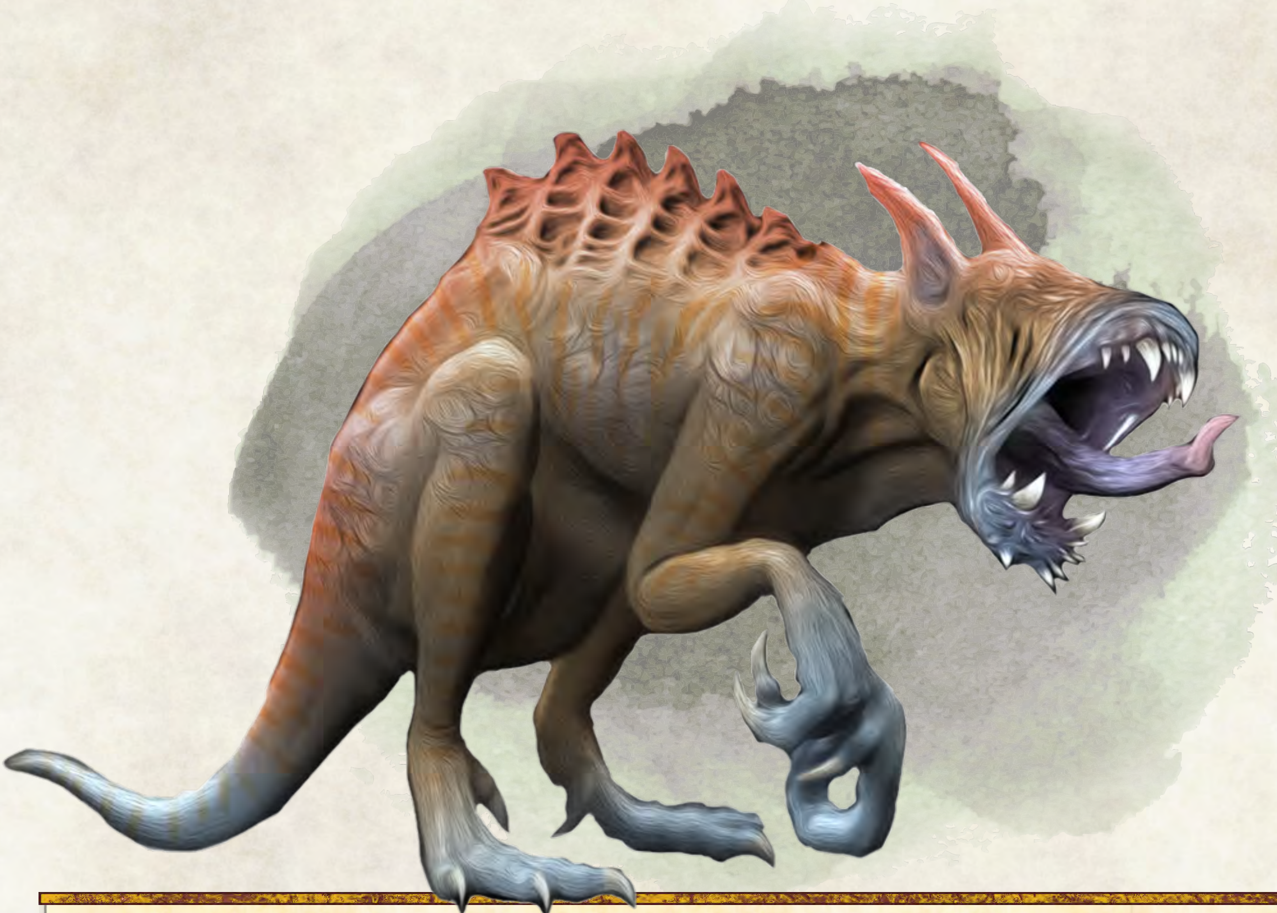
Destructive Harmonics (Recharge 4-6). The destrachan emits thunder energy in a 30-foot cone. It can choose one from the following three effects:

1. *Rupture*. Each creature in that area must succeed on a DC 13 Dexterity saving throw, taking 18 (4d8) thunder damage on a failed save, or half as much on a successful one.
2. *Stun*. Each creature in that area must succeed on a DC 13 Constitution saving throw or be stunned until the end of its next turn.
3. *Shatter*. Each non-magical object that isn't worn in that area takes 27 (6d8) thunder damage.



DESTRACHAN PACK LORD

Destrachans that were physically more superior and vicious than others eventually bully their way to the top and get the choicest meals. They eventually grow to a huge size and become the natural alphas of the pack and the only ones that can breed with the females. Extremely cunning, they are able to lead other destrachan to make coordinated attacks.



DESTRACHAN PACK LORD

Huge monstrosity, neutral evil

Armor Class 16 (natural armor)
Hit Points 138 (12d12 + 60)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	20 (+5)	8 (-1)	16 (+3)	9 (-1)

Skills Perception +6, Stealth +4
Damage Resistances thunder
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 16
Languages understands Undercommon but can't speak
Challenge 8 (3,900 XP)

Echolocation. The destrachan pack lord can't use its blindsight while deafened.

Pack Tactics. The destrachan pack lord has advantage on an attack roll against a creature if at least one of the destrachan's allies is within 5 feet of the creature and the ally isn't incapacitated.

Packmaster. An allied destrachan that starts its turn within 30 feet of the destrachan pack lord and can hear the destrachan pack lord gains Pack Tactics until the start of its next turn, provided the destrachan pack lord isn't incapacitated.

Keen Hearing. The destrachan pack lord has advantage on Wisdom (Perception) checks that rely on hearing.

ACTIONS

Multiattack. The destrachan pack lord makes three attacks: two with its claws and one with its tail.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (1d10 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage.

Destructive Harmonics (Recharge 4-6). The destrachan pack lord emits thunder energy in a 60-foot cone. It can choose one from the following three effects:
1. Rupture. Each creature in that area must succeed on a DC 16 Dexterity saving throw, taking 36 (8d8) thunder damage on a failed save, or half as much on a successful one.
2. Stun. Each creature in that area must succeed on a DC 16 Constitution saving throw or be stunned until the end of its next turn.
3. Shatter. Each non-magical object that isn't worn in that area takes 54 (12d8) thunder damage.

DIRE CORBIES

DIRE CORBY

These denizens of the Underdark look like a dark skinned, humanoid crow, with muscular arms ending in hooked claws. Dire Corbies are flightless omnivorous predators that have a greater preference for meat. Although they have a measure of intelligence, these creatures have no societal structure and do not often use tools.

They nest in underground cliff-side caves and normally hunt their prey by leaping down from ceilings or overhangs to rend targets with their claws. When attacking as a pack, they turn into a savage frenzy and become nearly suicidal.

DIRE CORBY ALPHA

Alphas are the natural leaders of the dire corby pack. Not only are they physically stronger and larger, dire corby alphas also developed an ear-splitting shriek that it uses constantly to distract and frighten enemies, giving their hunting pack an opening for a killing strike.

DIRE CORBY

Medium monstrosity, neutral evil

Armor Class 14 (natural armor)
Hit Points 26 (4d8 + 8)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	15 (+2)	5 (-3)	12 (+1)	6 (-2)

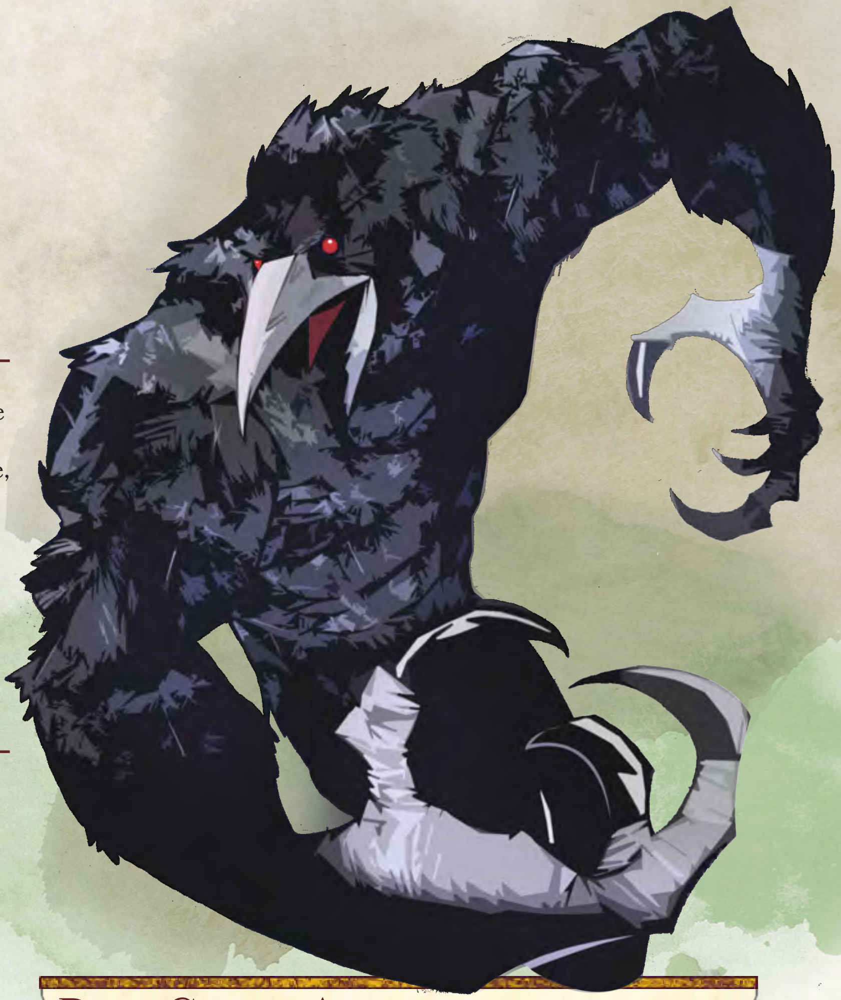
Skills Perception +3
Senses darkvision 120 ft., passive Perception 13
Languages Undercommon
Challenge 1 (200 XP)

Pack Frenzy. While it can see two allied creatures within 30 feet of it, the dire corby gains advantage on saving throws against being frightened and charmed, and all melee weapon attack rolls, but attacks rolls against it have advantage.

ACTIONS

Multiattack. The dire corby makes two claw attacks.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.



DIRE CORBY ALPHA

Large monstrosity, neutral evil

Armor Class 15 (natural armor)
Hit Points 76 (8d10 + 32)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	13 (+1)	19 (+4)	6 (-2)	13 (+1)	7 (-2)

Skills Perception +3
Senses darkvision 120 ft., passive Perception 13
Languages Undercommon
Challenge 4 (1,100 XP)

Pack Frenzy. While it can see two allied creatures within 30 feet of it, the dire corby alpha gains advantage on saving throws against being frightened and charmed, and all melee weapon attack rolls, but attacks rolls against it have advantage.

ACTIONS

Multiattack. The dire corby alpha makes three attacks: one with its beak and two with its claws. It can use its Doom Shriek in place of its beak attack.

Beak. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Doom Shriek. The dire corby alpha emits a horrifying shriek. Each humanoid and beast within 30 feet of the dire corby alpha and able to hear it must succeed on a DC 14 Wisdom saving throw or be frightened until the end of the dire corby alpha's next turn. If a target's saving throw is successful or the effect ends for it, the target is immune to the dire corby's Doom Shriek for 24 hours.

DRACOLISKS

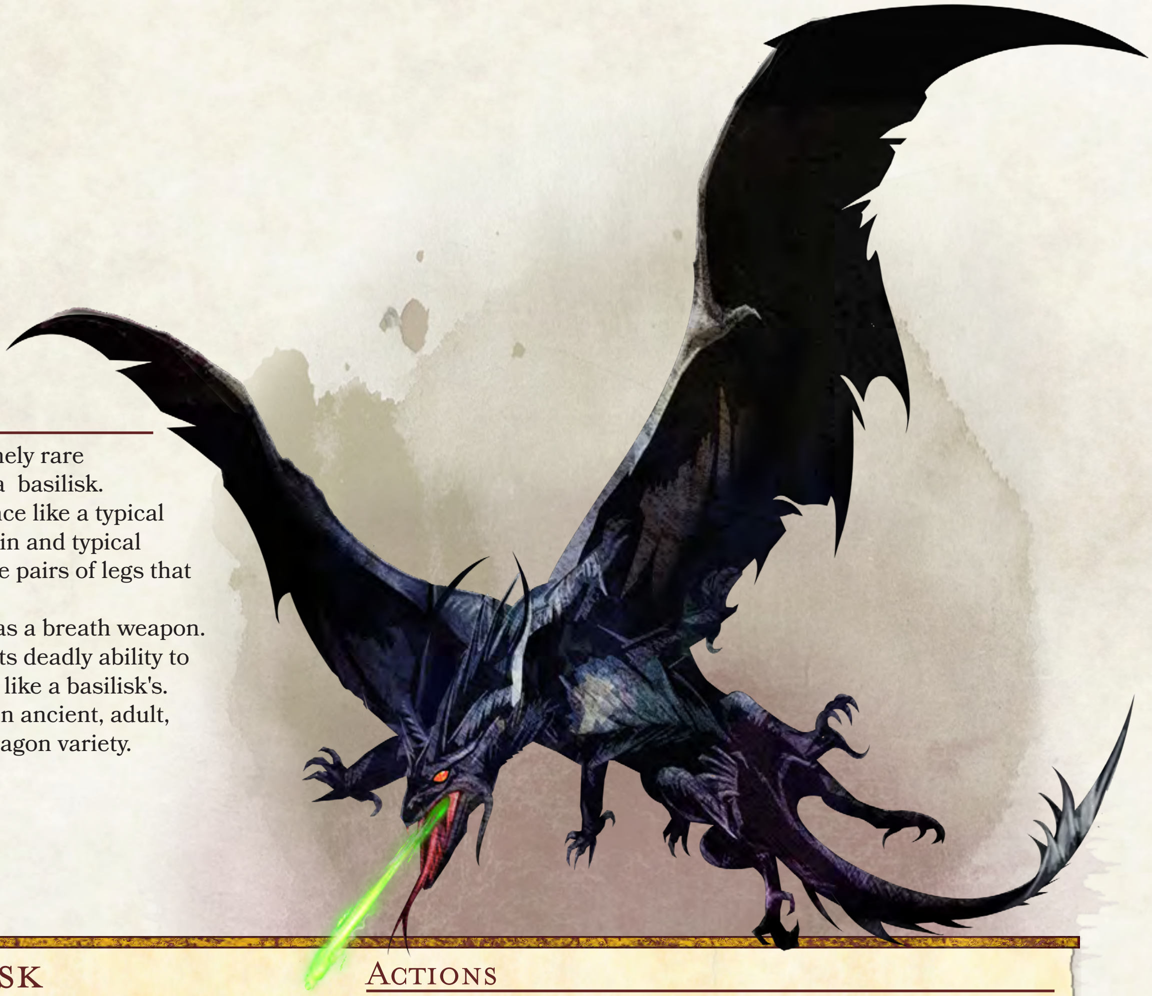
DRACOLISK

The dreaded dracolisk is an extremely rare crossbreed between a dragon and a basilisk.

The dracolisk appears at first glance like a typical dragon, with its same chromatic skin and typical batlike wings. However, it has three pairs of legs that end with razor sharp claws.

Just like a dragon, the dracolisk has a breath weapon. What makes it more dangerous is its deadly ability to petrify opponents with its gaze just like a basilisk's.

Presented below are the stats of an ancient, adult, and young dracolisk of the black dragon variety.



ANCIENT DRACOLISK

Huge dragon, chaotic evil

Armor Class 18 (natural armor)
Hit Points 225 (18d12 + 108)
Speed 30 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	22 (+6)	10 (+0)	14 (+2)	14 (+2)

Saving Throws Dex +7, Con +12, Wis +8, Cha +8
Skills Perception +14, Stealth +7
Damage Immunities acid
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24
Languages Draconic
Challenge 20 (25,000 XP)

Amphibious. The dracolisk can breath air and water.

Legendary Resistance (3/day). If the dracolisk fails a saving throw, it can choose to succeed instead.

Petrifying Gaze. If a creature starts its turn within 60 feet of the dracolisk and the two of them can see each other, the dracolisk can force the creature to make a DC 20 Constitution saving throw if the dracolisk isn't incapacitated. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other magic.

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the dracolisk until the start of its next turn, when it can avert it s eyes again. If it looks at the dracolisk in the meantime, it must immediately make the save.

If the dracolisk sees its reflection within 30 feet of it in bright light, it mistakes itself for a rival and targets itself with its gaze.

ACTIONS

Multiattack. The dracolisk can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack*: +13 to hit, reach 10 ft., one target. *Hit:* 20 (2d12 + 7) piercing damage plus 4 (1d8) acid damage and 4 (1d8) poison damage.

Claw. *Melee Weapon Attack*: +13 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack*: +13 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Frightful Presence. Each creature of the dracolisk's choice that is within 120 feet of the dracolisk and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dracolisk's Frightful Presence for the next 24 hours.

Acid Breath (Recharge 5-6). The dracolisk exhales acid in a 15-foot line that is 5 feet wide. Each creature in that area must make a DC 20 Constitution saving throw, taking 58 (13d8) acid damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The dracolisk can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dracolisk regains spent legendary actions at the start of its turn.

Detect. The dracolisk makes a Wisdom (Perception) check.

Tail Attack. The dracolisk makes a tail attack.

Wing Attack (Costs 2 Actions). The dracolisk beats its wings. Each creature within 10 feet of the dracolisk must succeed on a DC 21 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dracolisk can then fly up to half its flying speed.

ADULT DRACOLISK

Large dragon, chaotic evil

Armor Class 17 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 30 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	8 (-1)	12 (+1)	12 (+1)

Saving Throws Dex +5, Con +8, Wis +5, Cha +5
Skills Perception +9, Stealth +5
Damage Immunities acid
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 19
Languages Draconic
Challenge 10 (5,900 XP)

Amphibious. The dracolisk can breath air and water.

Petrifying Gaze. If a creature starts its turn within 30 feet of the dracolisk and the two of them can see each other, the dracolisk can force the creature to make a DC 15 Constitution saving throw if the dracolisk isn't incapacitated. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other magic.

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the dracolisk until the start of its next turn, when it can avert it s eyes again. If it looks at the dracolisk in the meantime, it must immediately make the save.

If the dracolisk sees its reflection within 30 feet of it in bright light, it mistakes itself for a rival and targets itself with its gaze.

ACTIONS

Multiattack. The dracolisk makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack*: +9 to hit, reach 10 ft., one target. *Hit:* 18 (2d12 + 5) piercing damage plus 4 (1d8) acid damage and 4 (1d8) poison damage.

Claw. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Acid Breath (Recharge 5-6). The dracolisk exhales acid in a 15-foot line that is 5 feet wide. Each creature in that area must make a DC 16 Constitution saving throw, taking 54 (12d8) acid damage on a failed save, or half as much damage on a successful one.

YOUNG DRACOLISK

Medium dragon, chaotic evil

Armor Class 16 (natural armor)
Hit Points 45 (7d8 + 14)
Speed 25 ft., fly 50 ft., swim 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	6 (-2)	10 (+0)	10 (+0)

Saving Throws Dex +3, Con +4, Wis +2, Cha +2
Skills Perception +4, Stealth +3
Damage Immunities acid
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14
Languages Draconic
Challenge 4 (1,100 XP)

Amphibious. The dracolisk can breath air and water.

Petrifying Gaze. If a creature starts its turn within 30 feet of the dracolisk and the two of them can see each other, the dracolisk can force the creature to make a DC 12 Constitution saving throw if the dracolisk isn't incapacitated. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other magic.

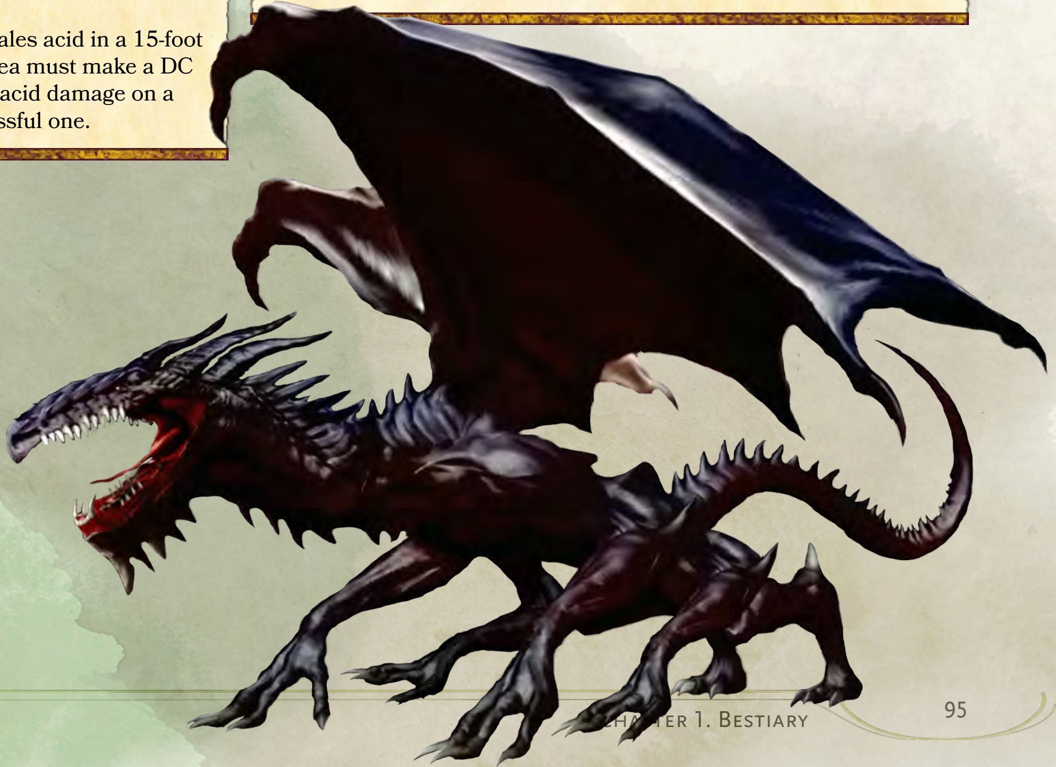
A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the dracolisk until the start of its next turn, when it can avert it s eyes again. If it looks at the dracolisk in the meantime, it must immediately make the save.

If the dracolisk sees its reflection within 30 feet of it in bright light, it mistakes itself for a rival and targets itself with its gaze.

ACTIONS

Bite. *Melee Weapon Attack*: +5 to hit, reach 10 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage plus 3 (1d6) acid damage and 3 (1d6) poison damage.

Acid Breath (Recharge 5-6). The dracolisk exhales acid in a 15-foot line that is 5 feet wide. Each creature in that area must make a DC 12 Constitution saving throw, taking 27 (6d8) acid damage on a failed save, or half as much damage on a successful one.



DRAEGLOTHS

DRAEGLOTH ABOMINATION

Draegloth abominations are physically larger, stronger, and more feral specimens compared to their kind. In addition, they also have the ability to weave steel-like webbing from their smaller arms, trapping hapless victims who are then ripped apart by their larger clawed arms.

DRAEGLOTH WAR CASTER

When young draegloths show signs of exceptional affinity to magic, the drow take advantage and train them in both the martial and arcane arts. Those that survive eventually become cunning war casters that have the ability to cast and maintain spells while simultaneously hacking at their enemies with their vicious claws.

DRAEGLOTH ABOMINATION

Large fiend (demon), chaotic evil

Armor Class 17 (natural armor)
Hit Points 189 (18d10 + 90)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	20 (+5)	13 (+1)	12 (+1)	12 (+1)

Skills Athletics +14, Perception +5, Stealth +7
Damage Resistances cold, fire, lightning
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 15
Languages Abyssal, Elvish, Undercommon
Challenge 10 (5,900 XP)

Fey Ancestry. The draegloth has advantage on saving throws against being charmed, and magic can't put the draegloth to sleep.

Innate Spellcasting. The draegloth's innate spellcasting ability is Charisma (spell save DC 13). The draegloth can innately cast the following spells, without providing material components:

At will: *darkness*
1/day each: *confusion, dancing lights, faerie fire*

Tethering Web. As a bonus action, the draegloth can pull a target restrained by its web into an unoccupied space within 5 feet of the draegloth.

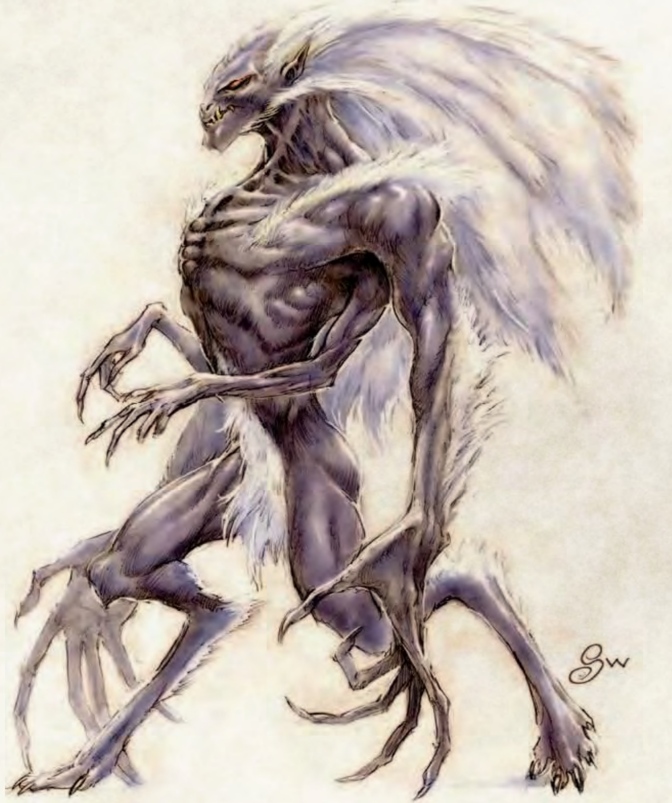
ACTIONS

Multiattack. The draegloth makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage.

Claws. *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) slashing damage.

Web (Recharge 5-6). *Ranged Weapon Attack:* +7 to hit, range 30/60 ft., one Large or smaller creature. *Hit:* The creature is restrained by webbing. As an action, the restrained creature can make a DC 17 Strength check, escaping from the webbing on a success. The effect ends if the webbing is destroyed. The webbing has AC 10, 5 hit points, vulnerability to fire damage and and immunity to bludgeoning, poison, and psychic damage.



DRAEGLOTH WAR CASTER

Large fiend (demon), chaotic evil

Armor Class 16 (natural armor)
Hit Points 190 (20d10 + 80)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	14 (+2)	14 (+2)	16 (+3)

Saving Throws Con +8, Wis +6, Cha +7
Skills Arcana +6, Perception +6, Stealth +7
Damage Resistances cold, fire, lightning
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 16
Languages Abyssal, Elvish, Undercommon
Challenge 11 (7,200 XP)

Battle Concentration. The draegloth has advantage on Constitution saving throws that it makes to maintain concentration on a spell when it takes damage.

Fey Ancestry. The draegloth has advantage on saving throws against being charmed, and magic can't put the draegloth to sleep.

Innate Spellcasting. The draegloth's innate spellcasting ability is Charisma (spell save DC 15). The draegloth can innately cast the following spells, without providing material components:

At will: *darkness, dancing lights, faerie fire*
3/day each: *blight, confusion, mirror image*
1/day each: *power word stun, maddening darkness*

ACTIONS

Multiattack. The draegloth makes three attacks: one with its bite and two with its claws. Alternatively, it can make two attacks with its claws and cast one spell.

Bite. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Claws. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) slashing damage.

DRAGONS, JUVENILE

JUVENILE DRAGONS

Juvenile dragons range anywhere from 26 to 50 years old, and are at the stage where they are now out in the wild and looking to establish their own lair. Juveniles tend to travel far from their parents' lair to avoid encroaching in their territory. Adventurers often mistake juveniles to be younger and weaker, and while juveniles may not be as powerful as their adult brethren, they still pose a threat considerable enough to be taken seriously.

Presented below are the stat blocks for juvenile dragons.

JUVENILE BLACK DRAGON

Large dragon, chaotic evil

Armor Class 17 (natural armor)
Hit Points 75 (10d10 + 20)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	11 (+0)	11 (+0)	14 (+2)

Saving Throws Dex +5, Con +5, Wis +3, Cha +5
Skills Perception +6, Stealth +5
Damage Immunities acid
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 16
Languages Draconic
Challenge 5 (1,800 XP)

Amphibious. The dragon can breath air and water.

ACTIONS

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack*: +6 to hit, reach 10 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage plus 3 (1d6) acid damage.

Claw. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

Acid Breath (Recharge 5-6). The dragon exhales acid in a 30-foot line that is 5 feet wide. Each creature in that area must make a DC 13 Constitution saving throw, taking 31 (7d8) acid damage on a failed save, or half as much damage on a successful one.

JUVENILE BLUE DRAGON

Large dragon, chaotic evil

Armor Class 17 (natural armor)
Hit Points 93 (11d10 + 33)
Speed 40 ft., burrow 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	13 (+1)	12 (+1)	16 (+3)

Saving Throws Dex +3, Con +6, Wis +4, Cha +6
Skills Perception +7, Stealth +3
Damage Immunities lightning
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 17
Languages Draconic
Challenge 6 (2,300 XP)

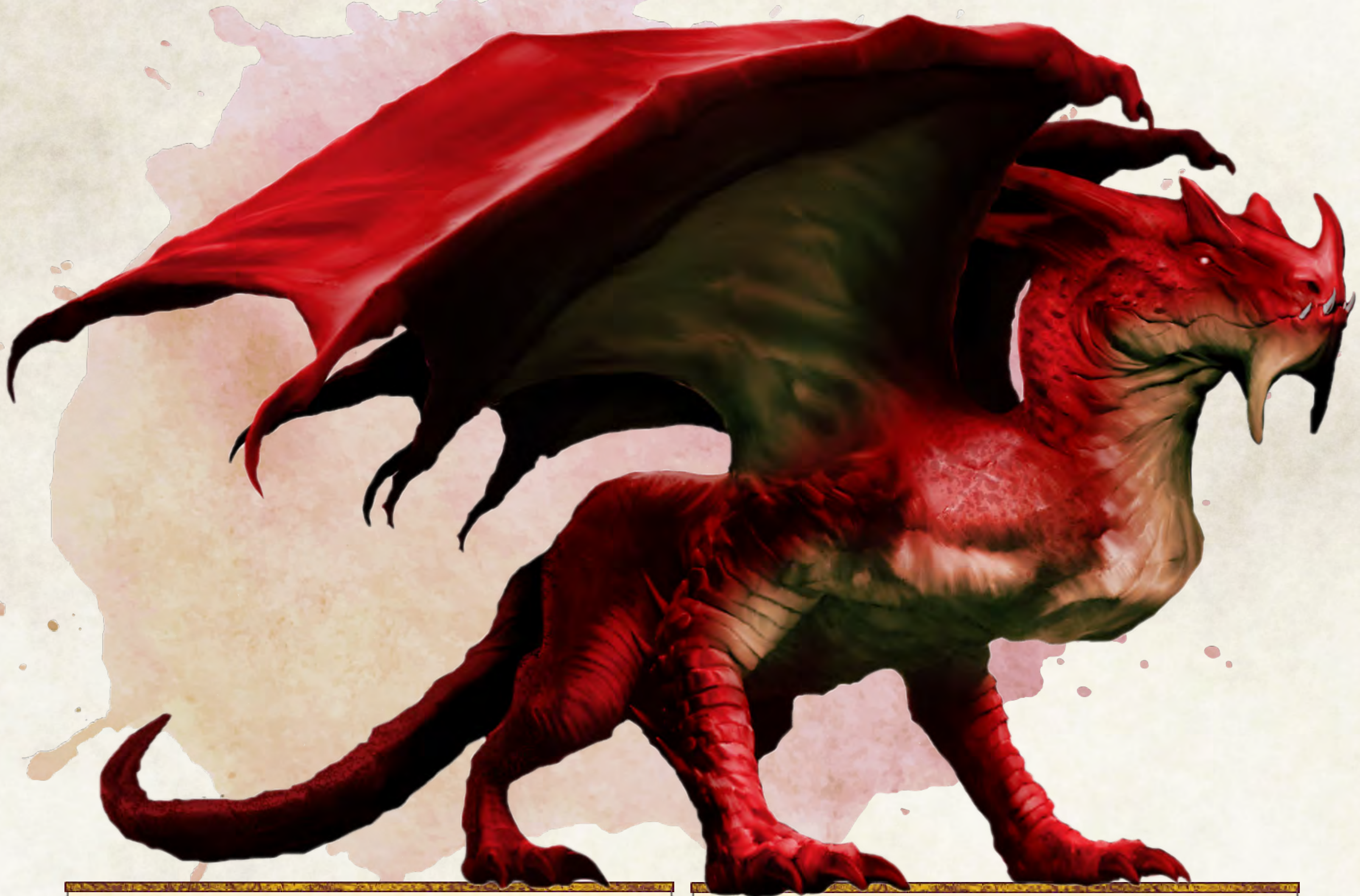
ACTIONS

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack*: +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 4 (1d8) lightning damage.

Claw. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Acid Breath (Recharge 5-6). The dragon exhales acid in a 30-foot line that is 5 feet wide. Each creature in that area must make a DC 14 Constitution saving throw, taking 33 (6d10) acid damage on a failed save, or half as much damage on a successful one.



Juvenile Green Dragon

Large dragon, chaotic evil

Armor Class 17 (natural armor)
Hit Points 82 (11d10 + 22)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	15 (+2)	12 (+1)	14 (+2)

Saving Throws Dex +4, Con +5, Wis +4, Cha +5
Skills Perception +7, Stealth +4
Damage Immunities poison
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 17
Languages Draconic
Challenge 5 (1,800 XP)

Amphibious. The dragon can breath air and water.

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack*: +6 to hit, reach 10 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage plus 3 (1d6) poison damage.

Claw. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

Poison Breath (Recharge 5-6). The dragon exhales poisonous gas in a 30-foot cone. Each creature in that area must make a DC 13 Constitution saving throw, taking 31 (9d6) poison damage on a failed save, or half as much damage on a successful one.

Juvenile Red Dragon

Large dragon, chaotic evil

Armor Class 17 (natural armor)
Hit Points 123 (13d10 + 52)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	13 (+1)	11 (+0)	17 (+3)

Saving Throws Dex +3, Con +7, Wis +3, Cha +6
Skills Perception +6, Stealth +3
Damage Immunities fire
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 16
Languages Draconic
Challenge 7 (2,900 XP)

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack*: +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 3 (1d6) fire damage.

Claw. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) slashing damage.

Fire Breath (Recharge 5-6). The dragon exhales fire in a 30-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 38 (11d6) fire damage on a failed save, or half as much damage on a successful one.

JUVENILE WHITE DRAGON

Juvenile white dragons make their lairs near sea ice or frozen coastlines. The sea ice is vast and ever-changing. Because of this, a juvenile white dragon's territory can be enormous—far greater than any other species of dragon. The size of a juvenile white dragon's range depends on two main factors: the quality of the sea ice and the availability of their prey - which consists mostly of seal, sea lion, walrus, whale, and the occasional humanoid.

They fear and avoid frost giants, because the latter tend to capture young white dragons and use them as guards and scouts.

JUVENILE WHITE DRAGON

Large dragon, chaotic evil

Armor Class 16 (natural armor)
Hit Points 76 (9d10 + 27)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	5 (-3)	11 (+0)	11 (+0)

Saving Throws Dex +2, Con +5, Wis +2, Cha +2
Skills Perception +4, Stealth +2
Damage Immunities cold
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14
Languages Draconic
Challenge 4 (1,100 XP)

Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

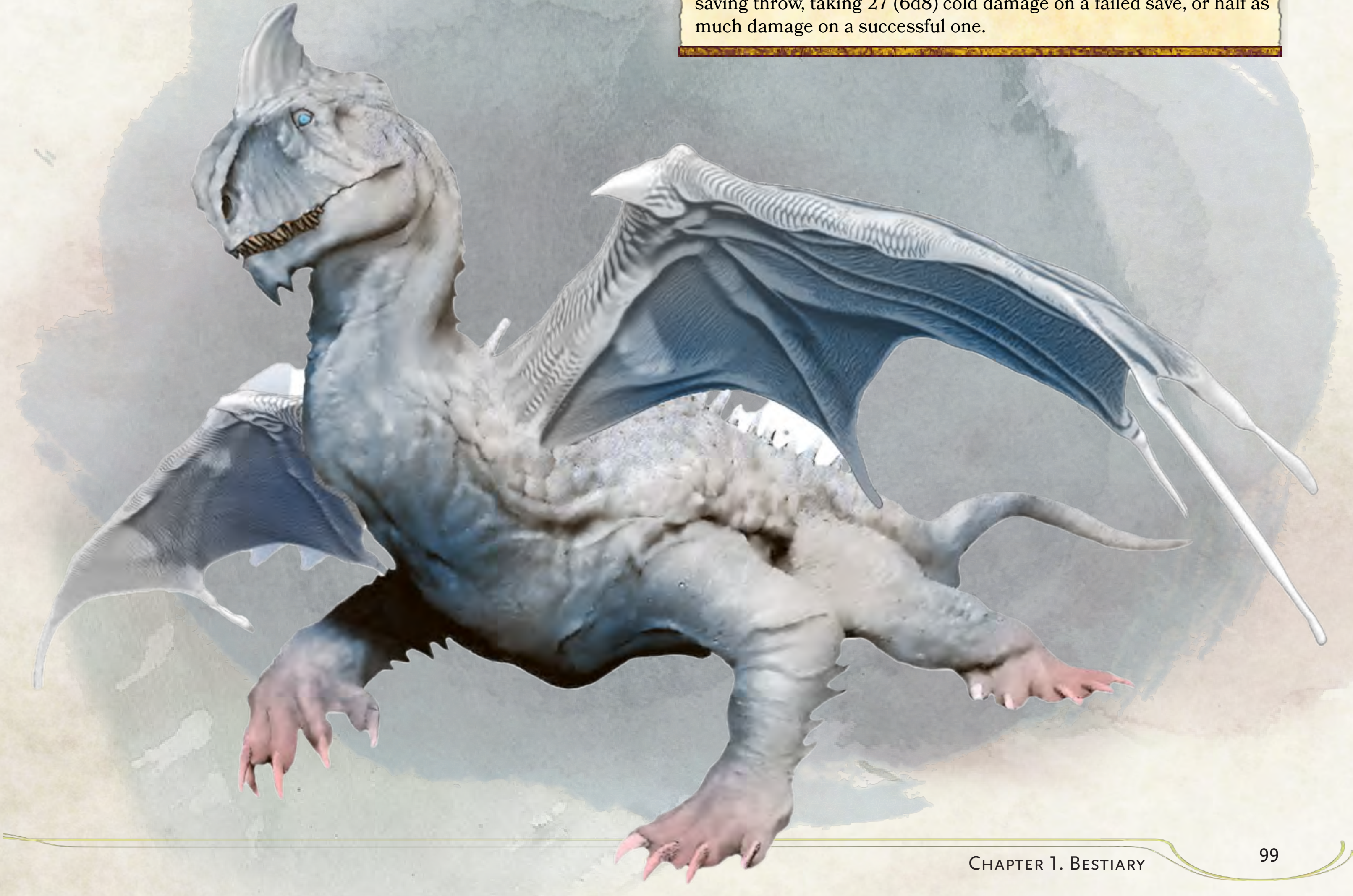
ACTIONS

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack*: +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage plus 2 (1d4) cold damage.

Claw. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Cold Breath (Recharge 5-6). The dragon exhales cold in a 30-foot cone. Each creature in that area must make a DC 13 Constitution saving throw, taking 27 (6d8) cold damage on a failed save, or half as much damage on a successful one.



DRAGONNES

DRAGONNE

A dragonne is a very rare subspecies of dragon that appear to be a cross between a lion and a dragon. An adult dragonne is about 8 feet tall at the shoulder and has a 16-foot long body of a lion covered in either lion fur or dragon colored scales and sporting a pair of dragon wings.

Territorial Predators. Dragonnes live in the dense jungles and savannahs. They are very territorial creatures but will also often let out warning roars to scare would-be intruders. Those that do not take heed, however, become prey and are treated to the full brunt of the dragonne's roar, a thunderous rumble that weakens the body and the mind, allowing the dragonne to tear apart and rend its targets.

ADULT DRAGONNE

Huge dragonne, neutral

Armor Class 16 (natural armor)
Hit Points 168 (16d12 + 64)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	19 (+4)	8 (-1)	13 (+1)	12 (+1)

Skills Perception +5, Stealth +5
Senses darkvision 60 ft., passive Perception 15
Languages Draconic
Challenge 11 (7,200 XP)

Stunning Pounce. If the dragonne moves at least 30 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 18 Strength saving throw or be knocked prone and stunned until the end of the dragonne's next turn.

ACTIONS

Multiattack. The dragonne makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack*: +10 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) piercing damage.

Claw. *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) slashing damage.

Roar (Recharge 5-6). The dragonne emits a magical roar. Each creature within 120 feet that can hear its roar must succeed on a DC 16 Wisdom saving throw or gain 2 levels of exhaustion.

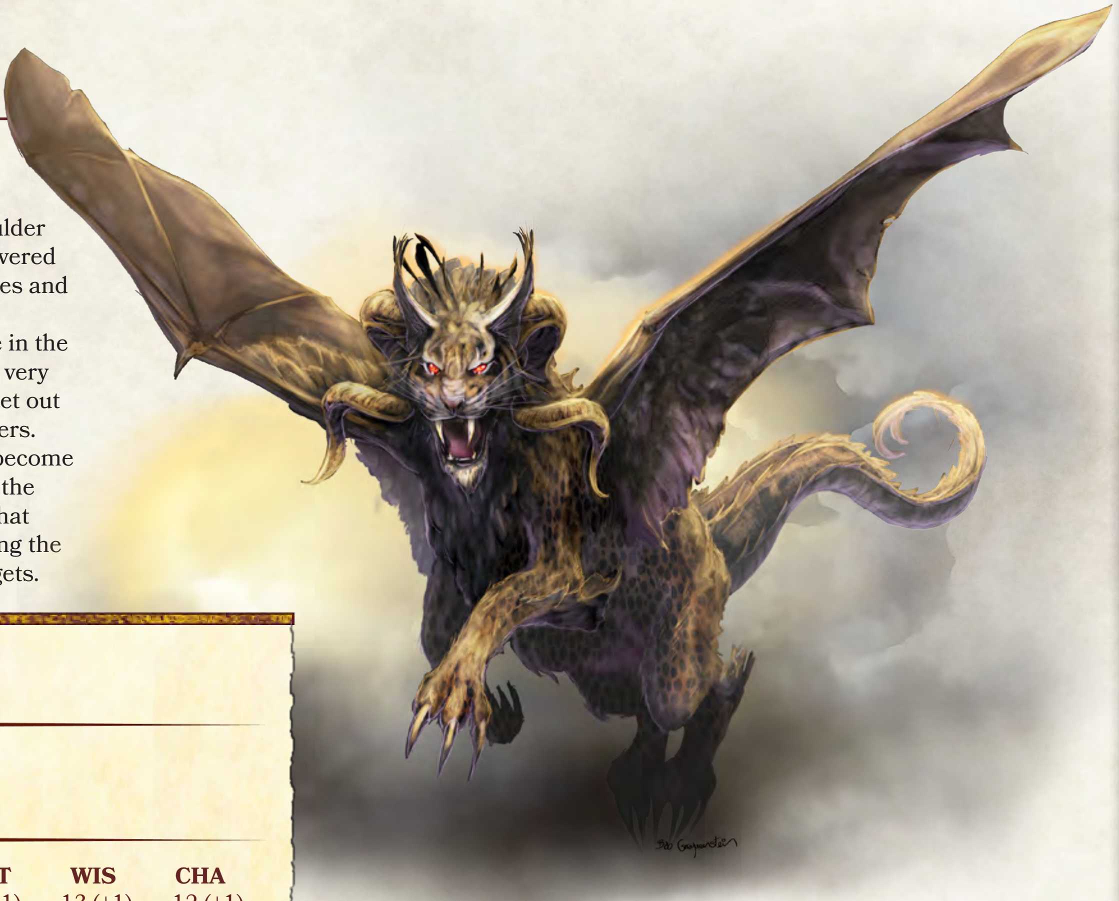
LEGENDARY ACTIONS

The dragonne can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragonne regains spent legendary actions at the start of its turn.

Detect. The dragonne makes a Wisdom (Perception) check.

Bite. The dragonne makes a bite attack.

Wing Attack (Costs 2 Actions). The dragonne beats its wings. Each creature within 15 feet of the dragonne must succeed on a DC 18 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragonne can then fly up to half its flying speed.



YOUNG DRAGONNE

Large dragonne, neutral

Armor Class 15 (natural armor)
Hit Points 102 (12d10 + 36)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	6 (-3)	12 (+1)	12 (+1)

Skills Perception +4, Stealth +4
Senses darkvision 60 ft., passive Perception 14
Languages Draconic
Challenge 5 (1,800 XP)

Stunning Pounce. If the dragonne moves at least 30 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone and stunned until the end of the dragonne's next turn.

ACTIONS

Multiattack. The dragonne makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack*: +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Claw. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Roar (Recharge 5-6). The dragonne emits a magical roar. Each creature within 60 feet that can hear its roar must succeed on a DC 14 Wisdom saving throw or gain 1 level of exhaustion.

Dragonspawns

Dragonspawns

The deity Tiamat continuously seeks to escape its infernal prison and return to the Prime Material Plane. To that end, it has empowered its most gifted followers to create the Dragonspawn from various beasts and monstrous eggs. These spawns of Tiamat have a sliver of Tiamats' power and are born to spread chaos and destruction, and help prepare the deity's return.

Tiamat's Sentinels. Dragonspawn reach maturity in just a few years, never reaching sizes bigger than Large, and leave the nest to strike out on their own, preferring to stay in environments similar to those favored by their parents. They nest with other dragonspawn or even other races so long as they have the same objectives. They are normally found in the company of Tiamat's followers, such as the Cult of the Dragon and kobolds, often serving as guards.

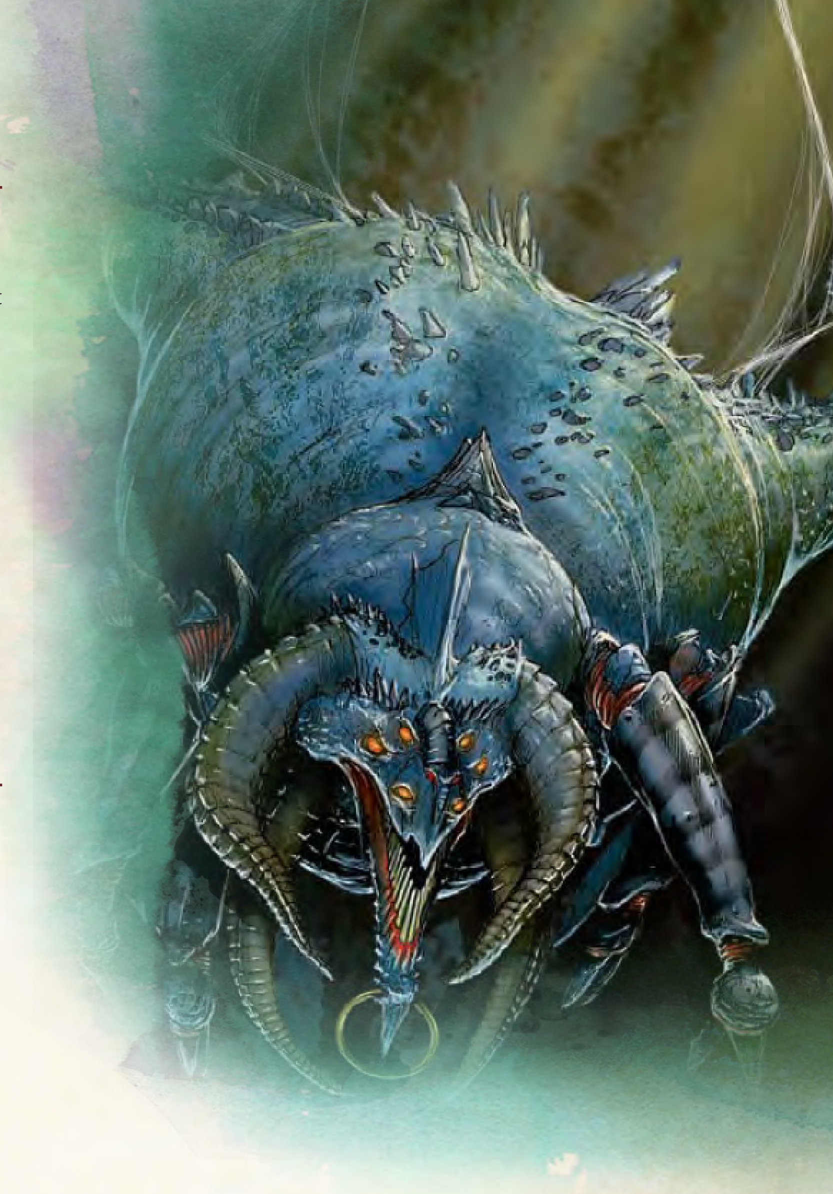
All dragonspawn are loyal to Tiamat's cause and have adopted Tiamat's temperament when it comes to dealing with other races, which is to say they look down on all non-Dragons and they hate good-aligned Dragons with a vengeance.

Blackpawn Stalker

This nightmarish creature looks like a young black dragon whose body has bloated into a spiders' proportions. It has lost its wings and in exchange has two spinneret tails that weave webbing, six arachnid limbs and four pairs of eyes that glow a sickly yellow as it hunts for prey.

The blackspawn stalker prefers to live in temperate swamps or dark forests where they lay clutches of eggs in multiple locations to increase chances of hatching.

Ambush Hunter. The blackspawn stalkers is an expert trap hunter, spinning webs on the forest floor or the treetops to waylay unsuspecting wanderers with. It then spits caustic webbing at its prey to pin them down before lunging at them for a bite and bludgeoning them with its tails.



Blackspawn Stalker

Large dragon, chaotic evil

Armor Class 16 (natural armor)
Hit Points 95 (10d10 + 40)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	18 (+4)	5 (-2)	12 (+1)	8 (-1)

Skills Perception +4, Stealth +7
Damage Immunities acid
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14
Languages understands Draconic but can't speak
Challenge 5 (1,800 XP)

Spider Climb. The blackspawn stalker can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Stealthy. On each of its turns, the blackspawn stalker can use a bonus action to take the Hide action.

Web Sense. While in contact with a web, the blackspawn stalker knows the exact location of any creature in contact with the same web.

Web Walker. The blackspawn stalker ignores movement restrictions caused by webbing.

Slay Foe (1/Turn). The blackspawn stalker deals an extra 13 (3d8) damage with its weapon attack if it hits a creature that doesn't have all its hit points.

Actions

Multiattack. The blackspawn stalker makes three attacks: one with its bite and two with its tails.

Bite. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 4 (1d8) acid damage and 4 (1d8) poison damage. The target must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

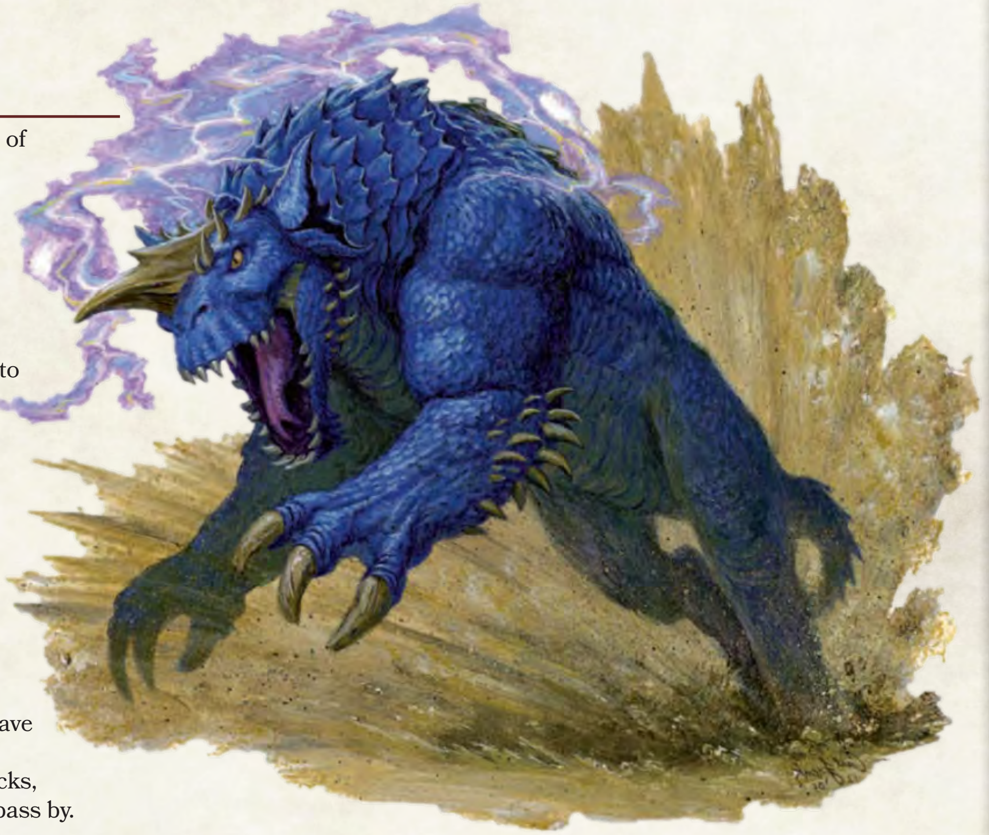
Tail. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

Acid Web Spray (Recharge 5-6). The blackspawn stalker spits webbing in a line that is 30 feet long and 10 feet wide. Each creature in that line must succeed on a DC 15 Dexterity saving throw or take 18 (4d8) acid damage and be restrained by webbing. A creature that starts its turn restrained takes 4 (1d8) acid damage. As an action, the restrained creature can make a DC 15 Strength check, escaping from the webbing on a success. The effect ends if the webbing is destroyed. The webbing has AC 10, 5 hit points, vulnerability to fire damage and and immunity to bludgeoning, poison, and psychic damage.

Blackspawn Crawler

The blackspawn crawler is the horrific combination of a monstrous centipede and a black dragon. It has the segmented multilegged body of a centipede, with the head, horns, and fins of a wingless black dragon. It lives underground beneath temperate swamps, forests, and ruins. It will head to the surface only to hunt for prey.

In combat, the blackspawn crawler will prioritize constricting a target so it can't escape. It then tries to finish it off with its poisonous bite, unless there are other targets to fend off. In which case, it will either use its acid breath or bite attacks against them.



Bluespawn Ambusher

Ambushers are what blue dragons would look like when compressed into the shape of a badger. They stand 3 feet tall at the shoulder and measure 5 feet in length and width. Their blue-scaled body, which crackles with electricity, no longer have wings but have adapted to burrowing under the ground.

Ambushers prefer to live in deserts and hunt in packs, mainly by hiding under the sand to wait for prey to pass by.

Blackspawn Crawler

Large dragon, unaligned

Armor Class 16 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	4 (-2)	12 (+1)	7 (-1)

Skills Perception +4
Damage Immunities acid
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14
Languages understands Draconic but can't speak
Challenge 6 (2,300 XP)

Keen Smell. The blackspawn crawler has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. The blackspawn crawler makes two attacks: one with its bite and one to constrict.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 13 (2d8 + 4) piercing damage, and the target must succeed on a DC 15 Constitution saving throw, taking 10 (3d6) acid damage and 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Constrict. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one Large or smaller creature. *Hit:* 13 (2d8 + 4) bludgeoning damage. The target is grappled (escape DC 14) if the blackspawn crawler isn't already constricting a creature, and the target is restrained until this grapple ends.

Acid Breath (Recharge 5-6). The blackspawn crawler exhales acid in a 30-feet long that is 5 feet wide. Each creature in that line must succeed on a DC 15 Dexterity saving throw, taking 35 (10d6) poison damage on a failed save, or half as much damage on a successful one.

Bluespawn Ambusher

Medium dragon, lawful evil

Armor Class 15 (natural armor)
Hit Points 52 (7d8 + 21)
Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	16 (+3)	5 (-2)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +7
Damage Immunities lightning
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13
Languages understands Draconic but can't speak
Challenge 3 (700 XP)

Ambusher. The bluespawn ambusher has advantage on attack rolls against any creature it has surprised.

Actions

Multiattack. The bluespawn ambusher makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing Damage plus 4 (1d8) lightning damage.

Claws. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage.

Electricity Burst (Recharge 5-6). The bluespawn ambusher discharges a burst of electricity in a 15-foot radius circle centered on itself. Each creature in the area other than the bluespawn ambusher must succeed on a DC 13 Constitution saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.

Reactions

Instinctive Electricity Burst. When the bluespawn ambusher takes melee weapon damage and Electricity Burst is available, it uses Electricity Burst.

BLUESPAWN STORMLIZARD

Large dragon, lawful evil

Armor Class 16 (natural armor)
Hit Points 94 (9d10 + 45)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	20 (+5)	5 (-2)	12 (+1)	8 (-1)

Skills Perception +4
Damage Immunities lightning
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14
Languages understands Draconic but can't speak
Challenge 5 (1,800 XP)

Trampling Charge. If the bluespawn stormlizard moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the bluespawn stormlizard can make one stomp attack against it as a bonus action.

ACTIONS

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing Damage plus 9 (2d8) lightning damage.

Gore. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Stomp. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one prone target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

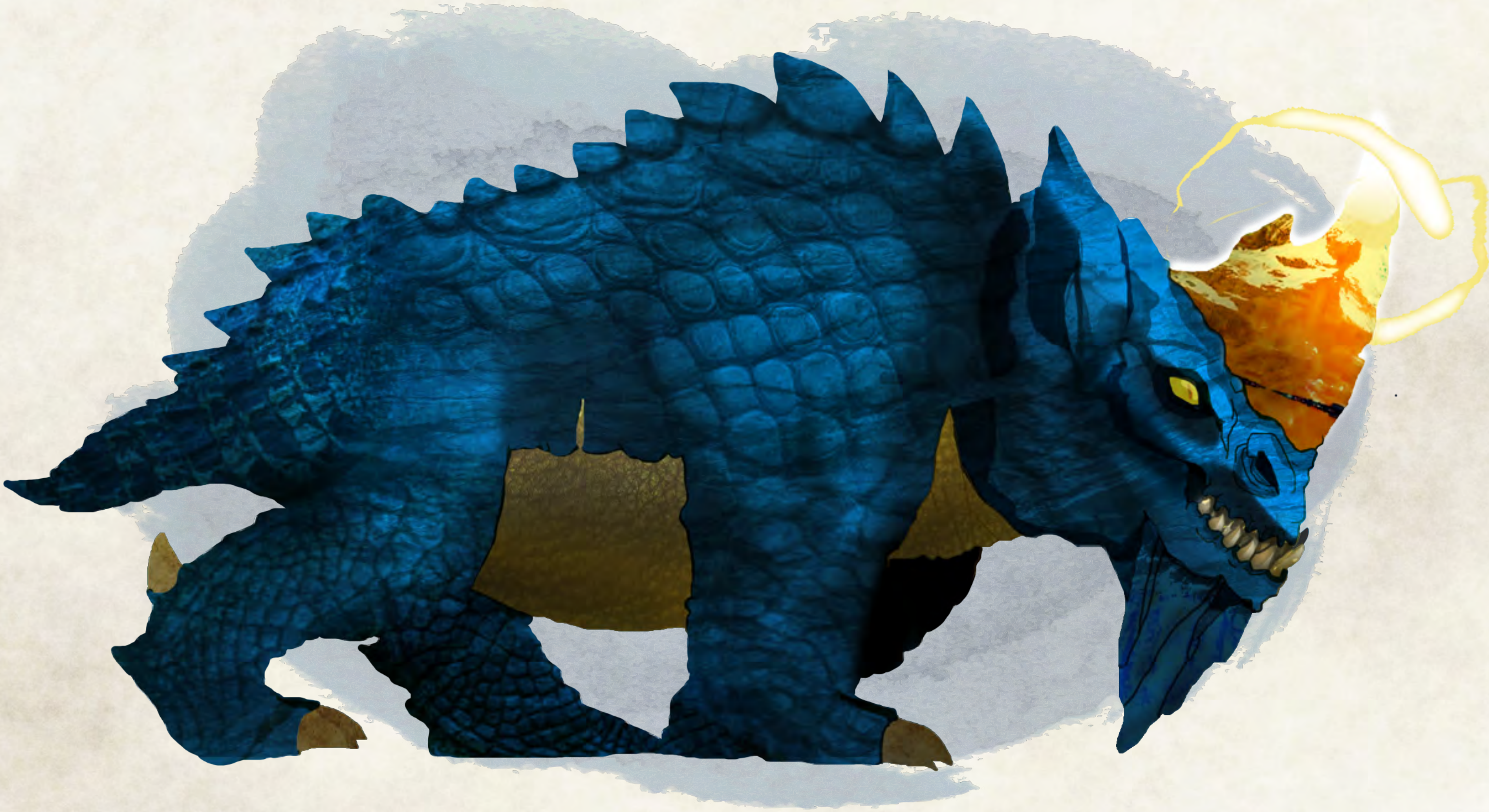
Electricity Breath (Recharge 5-6). The bluespawn stormlizard exhales lightning in a 15-foot cone. Each creature in the area must succeed on a DC 16 Dexterity saving throw, taking 33 (6d10) lightning damage on a failed save, or half as much on a successful one.

BLUESPAWN STORMLIZARD

Stormlizards almost look like a hybrid from a wingless blue dragon and a rhinoceros, with their horns crackling with electricity. These dragonspawn prefer to live in arid plains but will be fine anywhere as long as they have a dry, sandy place to lair and lay eggs.

Trampling Chargers. Stormlizards hunt by charging and goring their prey, and then finishing them off with their bite and stomp. When outnumbered, it will use its lightning breath.

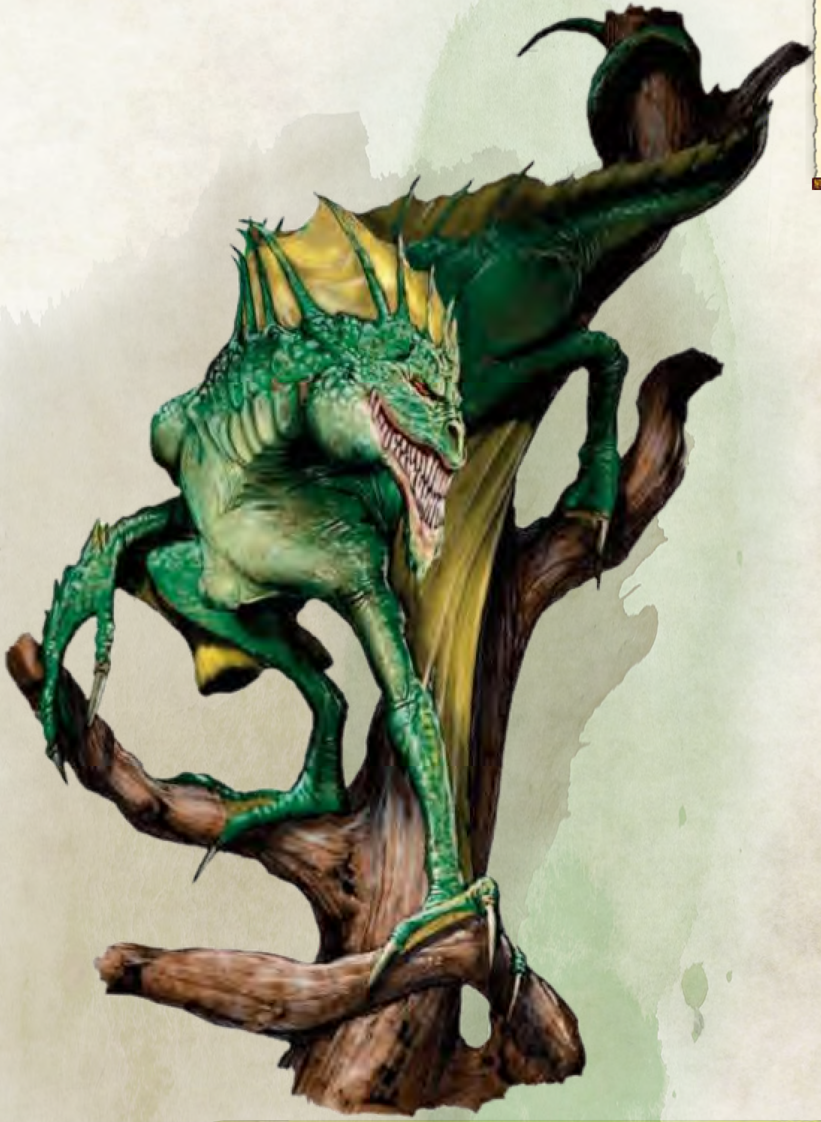
Fickle Mounts. Stormlizards have animal level intelligence and are surprisingly easy to train as mounts so long as the rider is aligned with Tiamat. They are, however, rather bloodthirsty and irritable and will need to kill regularly or they will become intractable.



Greenspawn Leaper

The greenspawn leaper resembles a 4-foot long wingless green dragon that has had its body streamlined for traveling among tree branches.

Arboreal Assassins. Leapers prefer to live in warm forests. They hunt alone or in groups by traversing across the treetops looking for prey on the ground. When they find a likely target they will ambush it by dropping down with a killing bite. As a last resort they will also emit a burst of poison gas that affects all adjacent targets. This is usually reserved for escape since the gas would ruin the flesh of the victim and render it inedible for the leapers.



Greenspawn Leaper

Medium dragon, neutral evil

Armor Class 15 (natural armor)
Hit Points 39 (6d8 + 12)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	5 (-2)	12 (+1)	8 (-1)

Skills Athletics +6, Perception +3, Stealth +5
Damage Immunities poison
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13
Languages understands Draconic but can't speak
Challenge 2 (450 XP)

Amphibious. The greenspawn leaper can breathe air and water.

Standing Leap. The greenspawn leaper's long jump is up to 30 feet and its high jump is up to 20 feet, with or without a running start.

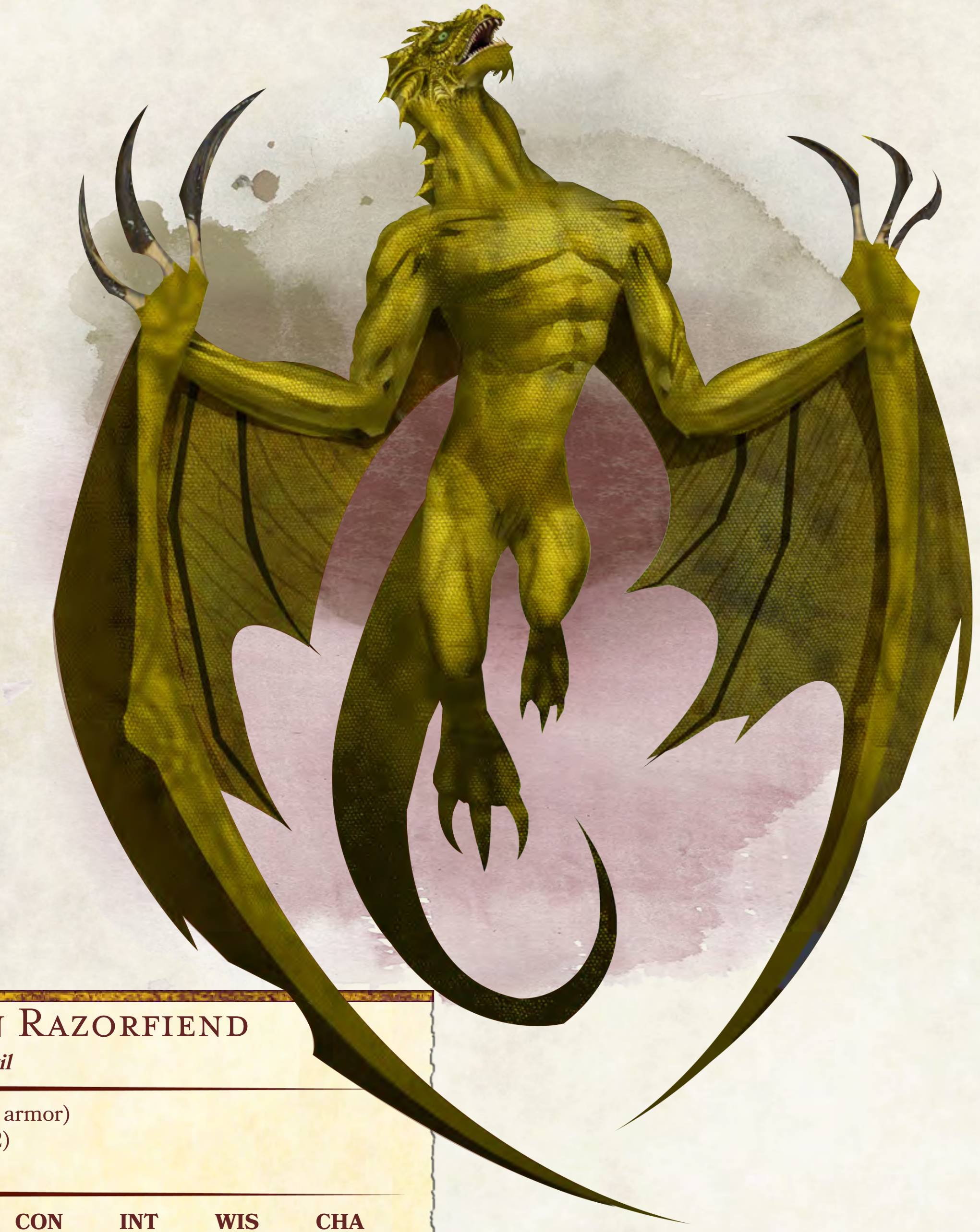
Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 7 (2d6) poison damage.

Poison Burst (Recharge 5-6). The greenspawn leaper discharges a cloud of poisonous gas in a 15-foot radius circle centered on itself. Each creature in the area other than the greenspawn leaper must succeed on a DC 12 Constitution saving throw, taking 17 (5d6) poison damage on a failed save, or half as much damage on a successful one.

Reactions

Instinctive Poison Burst. When the greenspawn leaper takes melee weapon damage and Poison Burst is available, it uses Poison Burst.



GREENSPAWN RAZORFIEND

Large dragon, neutral evil

Armor Class 16 (natural armor)
Hit Points 76 (8d10 + 32)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	5 (-2)	12 (+1)	8 (-1)

Skills Perception +4, Stealth +8
Damage Immunities poison
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14
Languages understands Draconic but can't speak
Challenge 5 (1,800 XP)

Amphibious. The greenspawn razorfiend can breathe air and water.

Improved Critical. The greenspawn razorfiend's melee weapon attacks score a critical hit on a roll of 19 or 20.

ACTIONS

Multiattack. The greenspawn razorfiend makes three attacks: one with its bite and two with its wingblades.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 7 (2d6) poison damage.

Wingblades. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Poison Breath (Recharge 5-6). The greenspawn razorfiend exhales poisonous gas in a 30-foot cone. Each creature in that area must succeed on a DC 15 Constitution saving throw, taking 31 (9d6) poison damage on a failed save, or half as much on a successful one.

GREENSPAWN RAZORFIEND

The greenspawn razorfiend bears similarities to a green dragon but their winged forelimbs are not for flight but for combat as the wings act as slashing weapons.

Ambush Hunters. Greenspawn razorfiends live in warm forests or marshlands, hunting singly or in groups. They ambush prey by lurking underwater or in a thicket, leaping out to attack with their blade-like wings and ferocious bite.

Shock Troops. Razorfiends are often raised by Tiamat worshipers to act as vanguards in combat. Their primary means of utilization would be to release them ahead of their armies and take advantage of their bloodthirsty nature to wreak havoc on the opposing force, breaking their ranks.

REDSPAWN FIREBELCHER

Large dragon, chaotic evil

Armor Class 16 (natural armor)
Hit Points 105 (10d10 + 50)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	5 (-2)	12 (+1)	8 (-1)

Skills Perception +4, Stealth +2
Damage Immunities fire
Senses Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14
Languages understands Draconic but can't speak
Challenge 6 (2,300 XP)

Hold Breath. The redspawn firebelcher can hold its breath for 30 minutes.

Lava Camouflage. The redspawn firebelcher has advantage on Dexterity (Stealth) checks made to hide in lava or fiery terrain.

ACTIONS

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage plus 9 (2d8) fire damage.

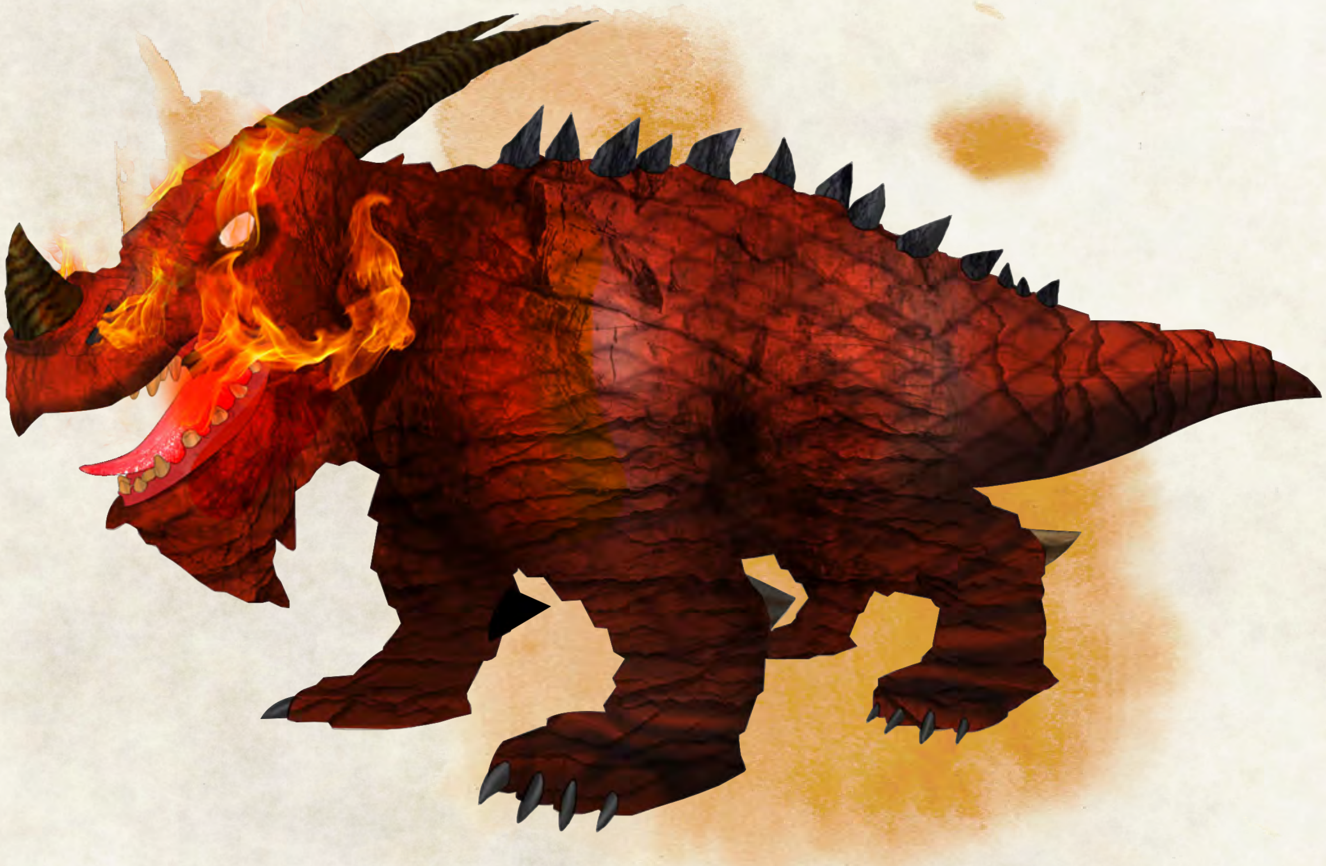
Belch Fire (Recharges 4-6). *Ranged Weapon Attack:* +9 to hit, range 30/60 ft., one target. *Hit:* 42 (12d6) fire damage. All other creatures within 5 feet of the target must make a DC 15 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much on a successful one.

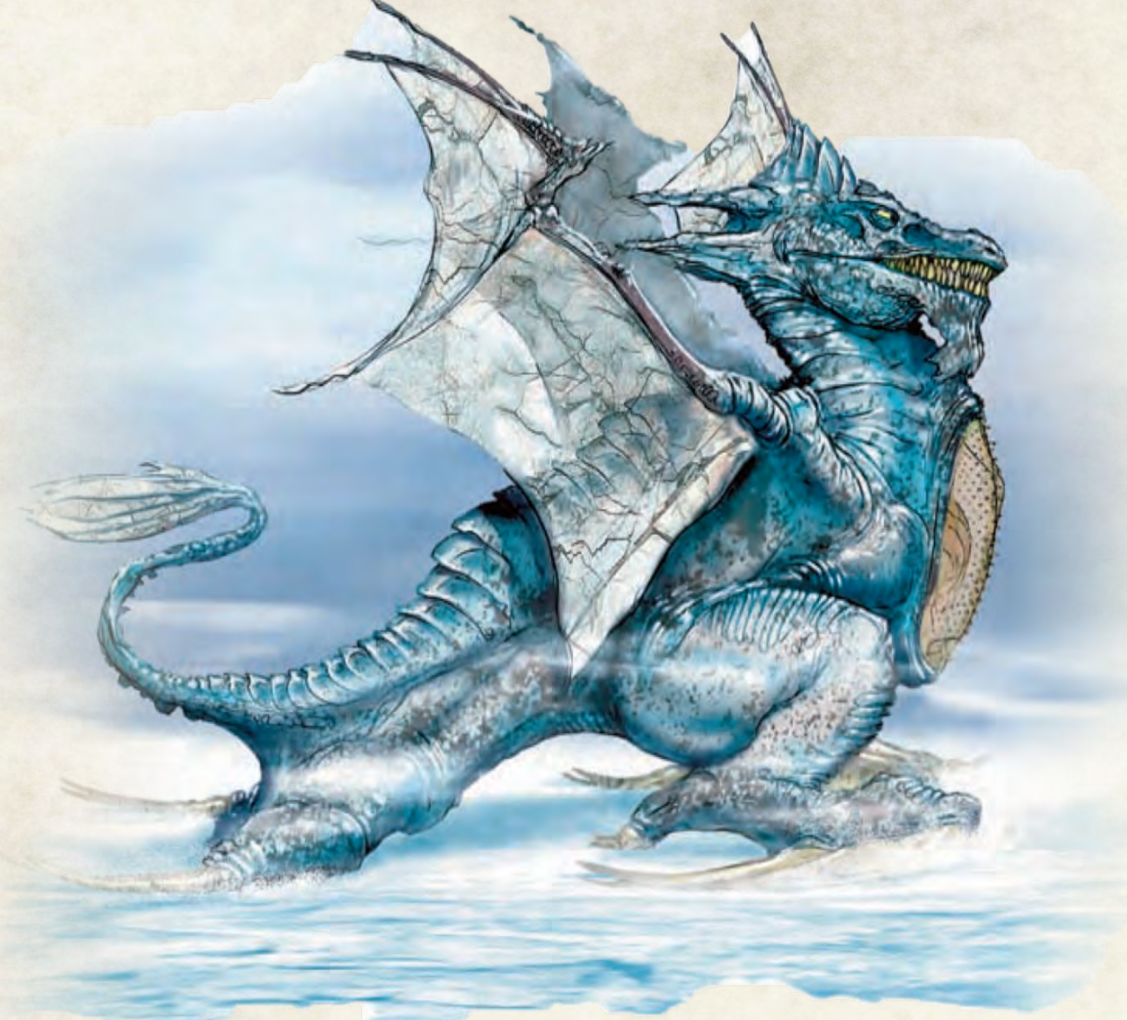
REDSPAWN FIREBELCHER

Redspawn firebelchers bears the resemblance of a red dragon with the body of a bull, their bulky bodies averaging at least 12 feet long. They are vicious, stupid brutes that will attack anything that isn't aligned with Tiamat.

Lava Lurkers. Redspawn firebelchers prefer to reside in volcanic areas, living solitary lives until mating season. They tend to laze around in rivers of lava until they become hungry, whereupon they intrude into nearby countrysides to eat their fill of meat. If there is prey nearby, they would hide just underneath the surface of the lava and slowly make their approach until the prey is within striking distance or within range of their firebelch, which is a glob of lava and intense flames that the firebelcher spits out.

Cultists of Tiamat and red dragons often use firebelchers as guards, placing them underneath low bridges that span lava-filled caverns and chambers.





WHITESPAWN ICESKIDDER

Whitespawn Iceskidders resemble 11-foot long dragon-headed white lizards that have adapted to gliding over icy surfaces. Their forelimb-wings aren't used for flight but instead for adjusting their air resistance while they skim over the ice.

Iceskidders are at home anywhere there is frozen water. They roam the vicinity singly or in pairs looking for prey to hunt, often initiating attacks using their freezing breath to freeze victims in place before closing in to finish them off with a killing bite.

Followers of Tiamat sometimes use iceskidders as mounts or to pull sleds across frozen surfaces.

WHITESPAWN ICESKIDDER

Large dragon, chaotic evil

Armor Class 15 (natural armor)
Hit Points 76 (8d10 + 32)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	5 (-2)	10 (+0)	7 (-2)

Skills Perception +2
Damage Immunities poison
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12
Languages understands Draconic but can't speak
Challenge 4 (1,100 XP)

Ice Walk. The whitespawn iceskidder can move across and climb icy surfaces with out needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Iceskidder. While on icy or snowy surfaces, the whitespawn iceskidder can take the Dash or Disengage action as a bonus action.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 4 (1d8) cold damage.

Freezing Breath (Recharge 5-6). The whitespawn iceskidder exhales an icy blast in a 30-foot cone. Each creature in that area must make a DC 14 Strength saving throw. On a failed save, the target takes 27 (6d8) cold damage and is restrained by ice. Destroying the ice (AC 10, 10 hit points) ends the effect. On a successful save, the target takes half as much damage and isn't restrained.

DRAKES

AMBUSH DRAKE

Ambush drakes are often found in the service of Draconic-speaking creatures, such as kobolds and lizardfolk. They are either used as guards or as trackers.

Ambush Hunters. In the wild, ambush drakes hunt in packs, often dividing their numbers - one group to lie waiting in ambush while another to drive their prey to the ambush spot. Ambush drakes use a combination of its poisonous bite and slowing breath to immobilize their targets as the rest of the pack swoop in for the kill.

AMBUSH DRAKE

Medium dragon, neutral evil

Armor Class 15 (natural armor)
Hit Points 30 (4d8 + 12)
Speed 40 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	4 (-3)	10 (+0)	7 (-2)

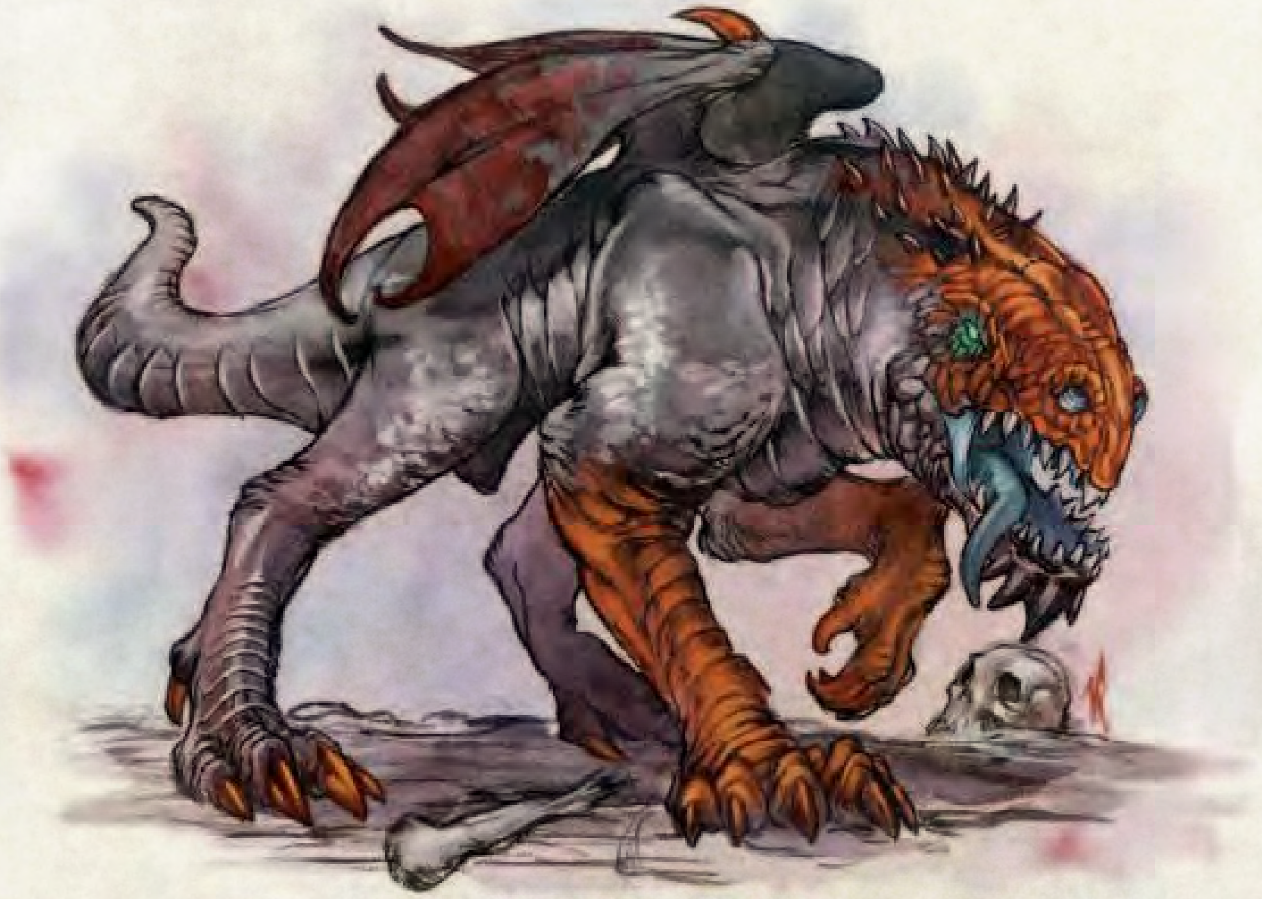
Skills Perception +2, Stealth +7
Damage Immunities poison
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12
Languages understands Draconic but can't speak
Challenge 1 (200 XP)

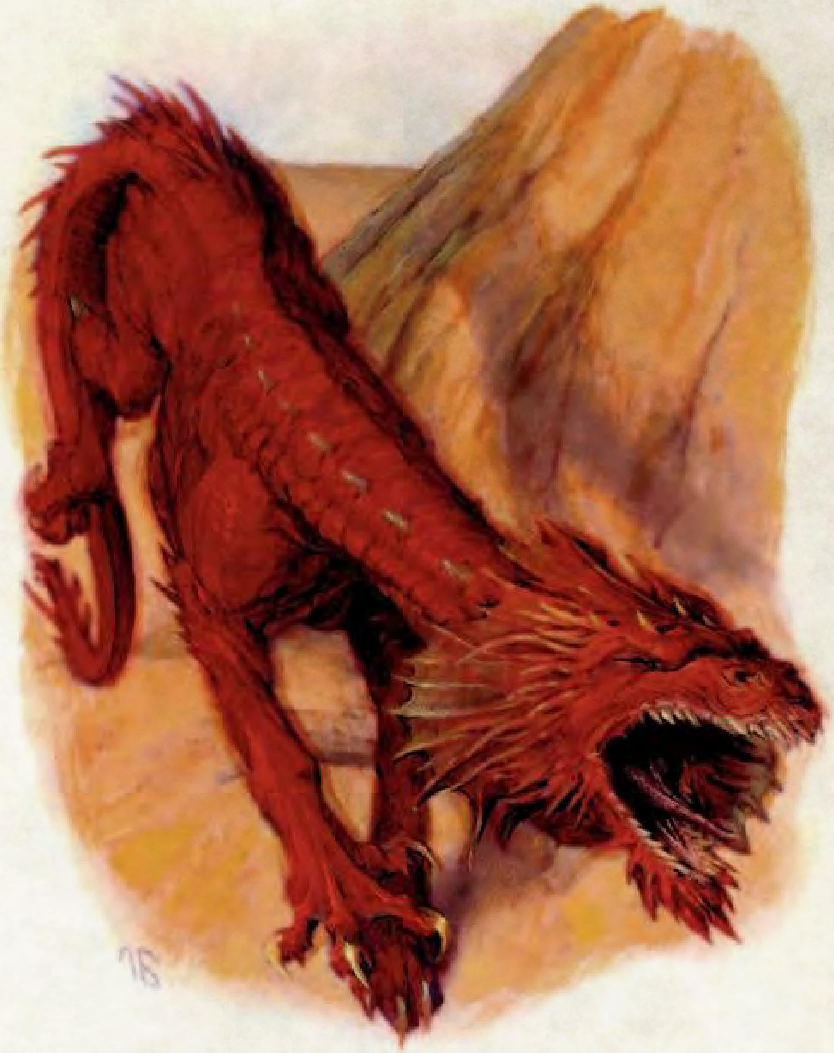
Ambusher. The drake has advantage on attack rolls against any creature it has surprised.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 7 (2d6) poison damage.

Slowing Breath (Recharge 5-6). The drake exhales gas in a 15-foot cone. Each creature in that area must succeed on a DC 13 Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.





RAGE DRAKE

Rage drakes resemble red dragons in large cat-like bodies. They are incredibly aggressive, strong, and vicious, pouncing savagely on prey. Those hardy enough to survive the initial attack have their bodies locked by the drake's bite and are violently ripped to shreds like ragdolls by its brutal worrying.

Although extremely difficult to control and prone to bursts of anger, they are sometimes used as mounts by humanoid champions of Tiamat.

RAGE DRAKE

Large dragon, chaotic evil

Armor Class 17 (natural armor)
Hit Points 147 (14d10 + 70)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	20 (+5)	4 (-3)	12 (+1)	7 (-2)

Skills Perception +4
Damage Immunities poison
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14
Languages understands Draconic but can't speak
Challenge 8 (3,900 XP)

Brutal Critical. The drake rolls one additional weapon damage die when determining extra damage for a critical hit with a melee attack.

Keen Smell. The drake has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the drake moves at least 30 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 17 Strength saving throw or be knocked prone.

Rage (Recharges after a Short or Long Rest). As a bonus action, the drake can enter a rage at the start of its turn. The rage lasts for 1 minute or until the drake is incapacitated. While raging, the drake gains the following benefits:

- The drake has advantage on Strength checks and Strength saving throws
- When it makes a melee weapon attack, the drake gains a +2 bonus to the damage roll.
- The drake has resistance to bludgeoning, piercing, and slashing damage.

ACTIONS

Multiattack. The drake makes three attacks: one with its bite and two with its claws. It can use Worry in place of its bite.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage or 17 (2d8 + 8) piercing damage while raging. If the target is Large or smaller, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the drake can't use its bite on another target.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) slashing damage or 11 (1d6 + 8) slashing damage while raging.

Worry. A creature the drake is grappling must make a DC 17 Constitution saving throw. On a failed save, the creature takes 15 (2d8 + 6) slashing damage and is stunned until the end of the drake's next turn. On a successful save, the creature takes half as much damage and isn't stunned.

Stone Drake

Large dragon, neutral evil

Armor Class 17 (natural armor)
Hit Points 115 (10d10 + 60)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	22 (+6)	4 (-3)	10 (+0)	7 (-2)

Skills Athletics +8, Perception +3
Damage Immunities poison
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13
Languages understands Draconic but can't speak
Challenge 7 (2,900 XP)

Ambusher. The drake has advantage on attack rolls against any creature it has surprised.

Perfect Climber. The drake has advantage on Strength (Athletics) checks made while climbing.

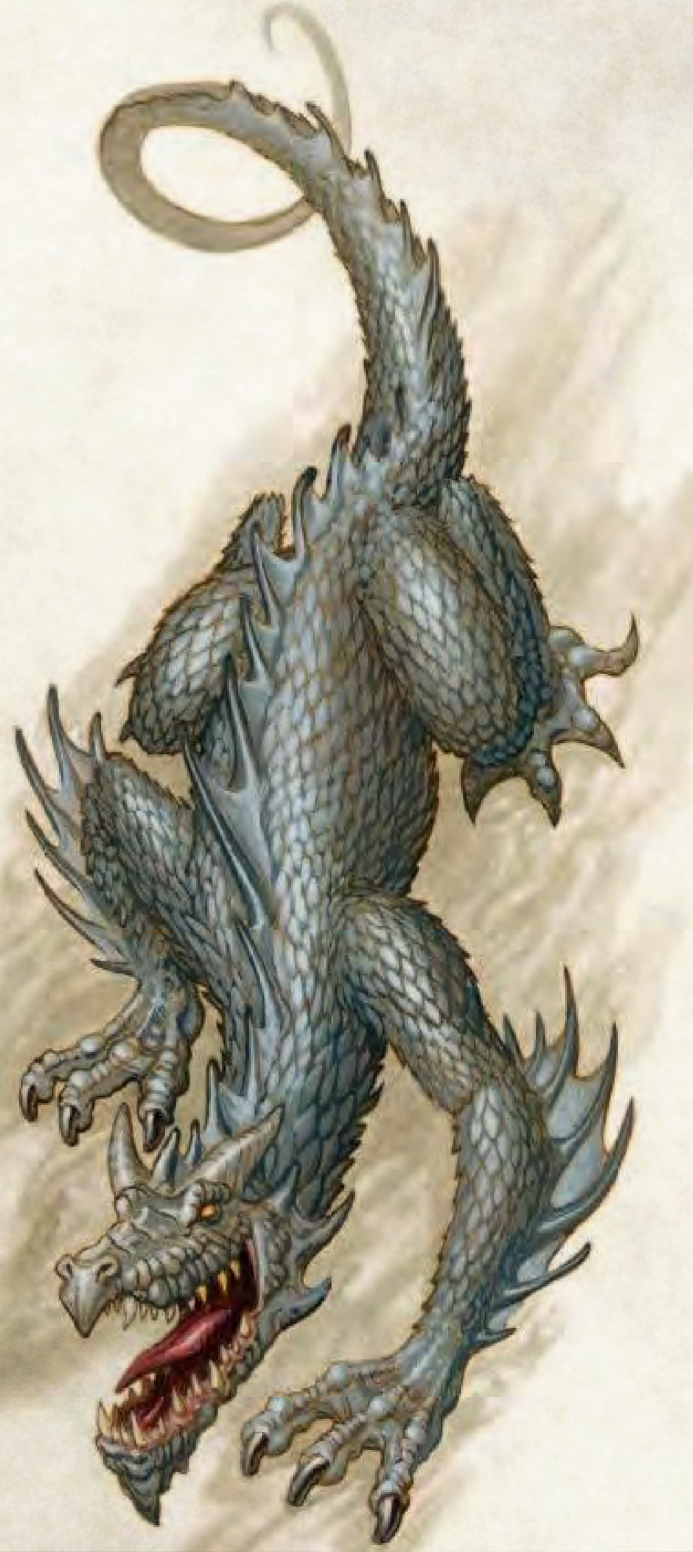
Actions

Multiattack. The drake makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage plus 7 (2d6) acid damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

Acid Breath (Recharge 5-6). The drake exhales gas in a 15-foot cone. Each creature in that area must succeed on a DC 17 Dexterity saving throw. On a failed save, the creature takes 21 (6d6) acid damage. If the saving throw fails by 5 or more, its armor also takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 is destroyed. On a successful save, the target takes half as much damage.

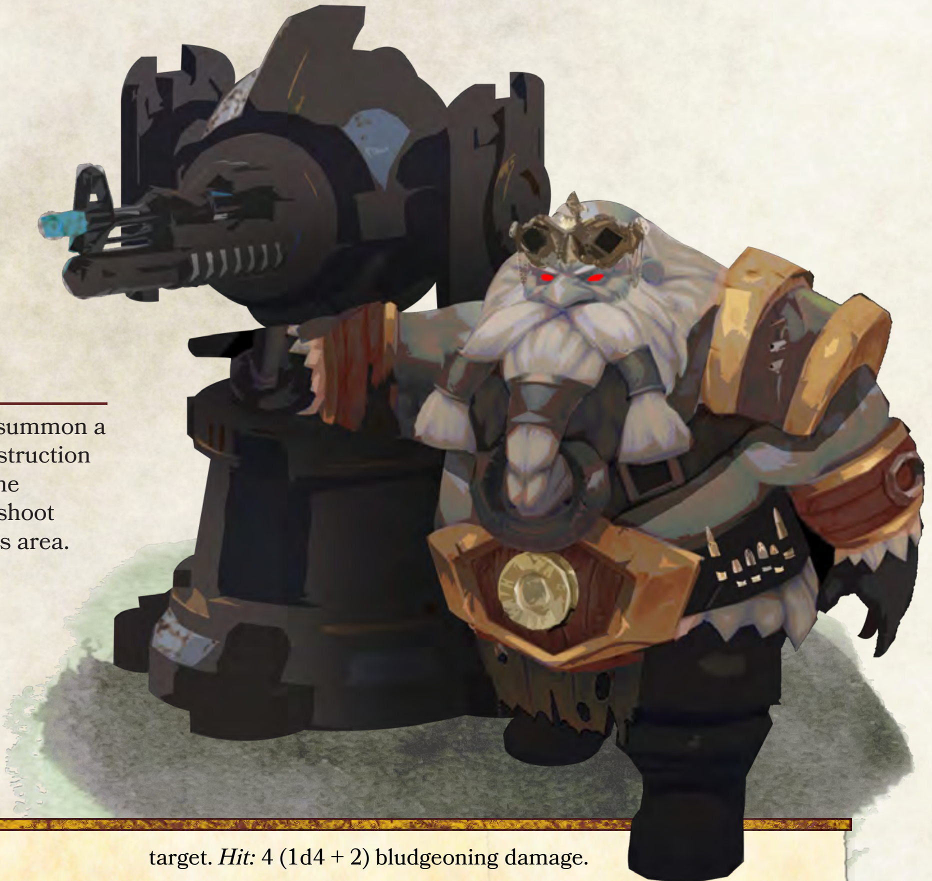


Stone Drake

Stone drakes mark their territories on hills and mountains, perfectly camouflaged within their rocky regions. These drakes are expert ambushers and can swiftly move from one crevice to another without exposing their presence. When faced against overwhelming odds or a tough foe, they use their powerful breath weapon - an acid breath so extremely potent that it can melt through a victim's armor.

Warlords and powerful spellcasters that are able to speak draconic can tame stone drakes and utilize them to protect their castles and dungeons from intruders.

Duergar



Duergar Artillerist

Duergar artillerists are artificers who have the ability to summon a powerful arcane turrets, capable of raining death and destruction on all those that attempt to invade what they watch. By the artillerist's will, arcane turrets can be set to spew flame, shoot force-imbued arrows, or emit an aura of healing within its area.

Duergar Artillerist

Medium humanoid (dwarf), lawful evil

Armor Class 16 (breastplate)
Hit Points 66 (12d8 + 12)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	16 (+3)	10 (+0)	9 (-1)

Skills Perception +3
Damage Resistances poison
Senses darkvision 120 ft., passive Perception 13
Languages Dwarvish, Undercommon
Challenge 6 (2,300 XP)

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Spellcasting. The duergar is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It has the following artificer spells prepared:

Cantrip (at will): *fire bolt, mage hand, mending*
1st level (4 slots): *catapult, shield, thunderwave*
2nd level (3 slots): *see invisibility, scorching ray, shatter*
3rd level (3 slots): *fireball, flame arrows, wind wall*

Sunlight Sensitivity. While in sunlight, the duergar has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

Light Hammer. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +5 to hit, range 100/400 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Arcane Turret (Recharges after a Short or Long Rest). The duergar magically summons a Medium turret in an unoccupied space on a horizontal surface within 5 feet of it. The turret is a magical object that occupies its space and that has crablike legs. It has an AC of 18 and 60 hit points. It is immune to poison damage, psychic damage, and all conditions. If it is forced to make an ability check or a saving throw, treat all its ability scores as 10 (+0). If the mending spell is cast on it, it regains 2d6 hit points. It disappears if it is reduced to 0 hit points or after 10 minutes. The duergar can dismiss it early as an action.

When the duergar summons the turret, it decides which type it is, choosing from the options below:

1. *Flamethrower.* The turret exhales fire in an adjacent 15-foot cone that you designate. Each creature in that area must make a DC 14 Dexterity saving throw, taking 4 (1d8) fire damage on a failed save or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried.
2. *Force Ballista.* Make a ranged spell attack, originating from the turret, at one creature or object within 120 feet of it. On a hit, the target takes 9 (2d8) force damage, and if the target is a creature, it is pushed up to 5 feet away from the turret.
3. *Defender.* The turret emits a burst of positive energy that grants itself and each creature of your choice within 10 feet of it 1d8 + 3 temporary hit points.

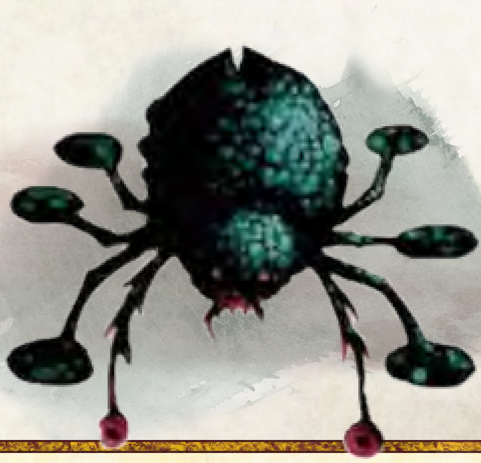
On each of its turns, the duergar can take a bonus action to cause the turret to activate if it is within 60 feet of it. As part of the same action, the duergar can direct the turret to walk or climb up to 15 feet to an unoccupied space.

The duergar can use an action to command the turret to detonate if is within 60 feet of it. Doing so destroys the turret and forces each creature within 10 feet of it to make a DC 14 Dexterity saving throw, taking 10 (3d6) force damage on a failed save or half as much damage on a successful one.

Invisibility (Recharges after a Short or Long Rest). The duergar magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

Duergar Battle Smith

A duergar battle smith is an artificer who can create and command constructs, known as iron defenders, in battle. The iron defender would often resemble a mechanical spider that can inject poison with its bite. Together, the battle smith and iron defender form a potent team that can prove challenging to a low level party of adventurers.



Duergar Battle Smith

Medium humanoid (dwarf), lawful evil

Armor Class 15 (scale mail)
Hit Points 58 (9d8 + 18)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	14 (+2)	18 (+4)	10 (+0)	9 (-1)

Skills Perception +2
Damage Resistances poison
Senses darkvision 120 ft., passive Perception 12
Languages Dwarvish, Undercommon
Challenge 4 (1,100 XP)

Battle Ready. The duergar uses its Intelligence modifier, instead of its Strength or Dexterity, for the attack and damage rolls when attacking with a weapon (included in the attacks).

Command Iron Defender. As a bonus action, the duergar targets the iron defender it summoned and it can see within 60 feet of it. If the target can see or hear the duergar, the target can use its reaction to make a melee weapon attack, or take the Dash, Disengage, Help, or Repair action.

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Sunlight Sensitivity. While in sunlight, the duergar has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Spellcasting. The duergar is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It has the following artificer spells prepared:

Cantrip (at will): *fire bolt, mending*
1st level (4 slots): *catapult, expeditious retreat*
2nd level (3 slots): *heroism, searing smite*
3rd level (2 slots): *branding smite, haste, warding bond*

Actions

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

Maul. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage, or 18 (4d6 + 4) bludgeoning damage while enlarged.

Heavy Crossbow. *Ranged Weapon Attack:* +6 to hit, range 100/400 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Invisibility (Recharges after a Short or Long Rest). The duergar magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

Summon Iron Defender (Recharges after a Long Rest). The duergar summons its mechanical companion. In combat, the iron defender shares the duergar's initiative count, but it takes its turn immediately after the duergar. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless the duergar used Command Iron Defender this turn.

Iron Defender (Spider Form)

Medium construct, unaligned

Armor Class 15 (natural armor)
Hit Points 50
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	4 (-4)	10 (+0)	6 (-2)

Skills Perception +2
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages understands one language of its creator but can't speak
Challenge 1 (200 XP)

Spider Climb. The iron defender can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vigilant. The iron defender can't be surprised.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft.. *Hit:* 6 (1d8 + 2) piercing damage plus 5 (2d4) poison damage.

Repair (3/Day). The magical mechanisms inside the iron defender restore 2d8 + 2 hit points to itself or to one construct or object within 5 feet of it.

Reactions

Defensive Pounce. The iron defender imposes disadvantage on the attack roll of one creature it can see that is within 5 feet of it, provided the attack roll is against a creature other than the iron defender.

DUERGAR HEAVY SNIPER

Duergar heavy snipers are experts at the use of the heavy crossbow, which is evident in the speed that they demonstrate when reloading what others may regard as a slow and cumbersome weapon. Excellent sharpshooters, heavy snipers can kill targets with just one shot from greater distances, even when the targets are partially hidden by cover.

DUERGAR INQUISITOR

The inquisitor is a wicked unholy warrior fiercely loyal to the worship of Laduguer. It is always on the hunt for other dwarven subraces and worshipers of the Morndinsamman. Armed with a vicious flail, the inquisitor strides through the Underdark while emanating a frightening aura of judgement – a veritable symbol of fear among its enemies and brethren alike.

DUERGAR HEAVY SNIPER

Medium humanoid (dwarf), lawful evil

Armor Class 15 (studded leather)
Hit Points 78 (12d8 + 24)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	11 (+0)	12 (+1)	9 (-1)

Skills Perception +5
Damage Resistances poison
Senses darkvision 120 ft., passive Perception 15
Languages Dwarvish, Undercommon
Challenge 4 (1,100 XP)

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Quick Loader. The duergar ignores the loading quality of crossbows.

Sharpshooter. The duergar's ranged weapon attacks ignore half cover and three-quarters cover and attacking at long range doesn't impose disadvantage on the duergar's ranged weapon attack rolls.

Steady Aim (3/Day). As a bonus action, the duergar takes careful aim at a creature it can see within range of its ranged weapon. Until the end of its turn, the duergar deals an an extra 10 (3d6) damage with its ranged weapon attack against the target.

Sunlight Sensitivity. While in sunlight, the duergar has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The duergar makes two melee attacks or two ranged attacks.

Shortsword. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +5 to hit, range 100/400 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Invisibility (Recharges after a Short or Long Rest). The duergar magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

DUERGAR INQUISITOR

Medium humanoid (dwarf), lawful evil

Armor Class 18 (plate mail)
Hit Points 91 (14d8 + 28)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	15 (+2)	11 (+0)	12 (+1)	15 (+2)

Saving Throws Wis +4, Cha +5
Skills Intimidation +5, Perception +4
Damage Resistances poison
Senses darkvision 120 ft., passive Perception 14
Languages Dwarvish, Undercommon
Challenge 6 (2,300 XP)

Aura of Judgement. A creature hostile to the duergar that is within 10 feet of the duergar has disadvantage on saving throws against being frightened, provided that the duergar isn't incapacitated.

Smite (1/Turn). As a bonus action, when the duergar hits a creature with a weapon attack, it can expend a 1st level spell slot to deal 9 (2d8) necrotic or radiant damage to the target, and the target must succeed in a DC 13 Wisdom saving throw or be frightened the end of its next turn. If the duergar expends a spell slot of 2nd level or higher, the extra damage increases by 1d8 for each level above 1st (maximum 5d8).

Spellcasting. The duergar is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13). It has the following paladin spells prepared:

1st level (4 slots): *bane, command, hunter's mark*
2nd level (3 slots): *hold person, misty step*
3rd level (2 slots): *crusader's mantle, fear*

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Sunlight Sensitivity. While in sunlight, the duergar has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The duergar makes two flail attacks and uses Enlarge if it is available.

Flail. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, or 12 (2d8 + 3) bludgeoning damage while enlarged, plus 4 (1d8) necrotic damage.

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

Invisibility (Recharges after a Short or Long Rest). The duergar magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

DUERGAR SERGEANT

Duergar sergeants are squad leaders and intelligent tacticians in battle. They often arm themselves with heavy armor while carrying a sharp war pick and a selection of javelins. These duergar have strong commanding presence enough to maneuver allies in the battlefield. A phalanx formation led by a duergar sergeant is thought to be unbreakable, moving in a synchronized and almost mechanical manner, giving no room for attackers to strike.

DUERGAR SERGEANT

Medium humanoid (dwarf), lawful evil

Armor Class 16 (scale mail, shield)
Hit Points 32 (5d8 + 10)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	11 (+0)	10 (+0)	10 (+0)

Damage Resistances poison
Senses darkvision 120 ft., passive Perception 10
Languages Dwarvish, Undercommon
Challenge 2 (450 XP)

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Phalanx Formation. The duergar has advantage on attack rolls and Dexterity saving throws while standing within 5 feet of a duergar ally wielding a shield.

Sunlight Sensitivity. While in sunlight, the duergar has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The duergar makes two war pick or javelin attacks. It can use Command in place of one of these attacks.

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

War Pick. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, or 11 (2d8 + 2) piercing damage while enlarged.

Javelin. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 9 (2d6 + 2) piercing damage while enlarged.

Command. The duergar targets one ally it can see within 30 feet of it. If the target can see and hear the duergar, the target can make one weapon attack as a reaction.

Maneuver Allies (Recharge 5-6). Up to four allies within 60 feet of the duergar that can hear it can each use their reaction to move up to half their speed without provoking opportunity attacks.

Invisibility (Recharges after a Short or Long Rest). The duergar magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

DUERGAR SLAVEMASTER

Slave masters lead and control slaves that the duergar acquire in their raids or from slave-trading drows. These vicious duergar use a combination of their flails and whips to punish and prod humans, orcs, kobolds, and any other wretched creature into hard labor or forced battles. While sergeants and other leaders use their commanding presence to maneuver allies in combat, slave masters use pain and punishment to force slaves to do their bidding, often ending up as fodder in battle.

DUERGAR SLAVEMASTER

Medium humanoid (dwarf), lawful evil

Armor Class 16 (chain mail)
Hit Points 65 (10d8 + 20)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	11 (+0)	10 (+0)	12 (+1)

Skills Intimidation +3, Perception +2
Damage Resistances poison
Senses darkvision 120 ft., passive Perception 12
Languages Dwarvish, Undercommon
Challenge 3 (700 XP)

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Sunlight Sensitivity. While in sunlight, the duergar has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The duergar makes two melee attacks and uses Enlarge if it is available.

Flail. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, or 12 (2d8 + 3) bludgeoning damage while enlarged.

Whip. *Melee Weapon Attack*: +5 to hit, reach 10 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage, or 8 (2d4 + 3) slashing damage while enlarged.

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

Invisibility (Recharges after a Short or Long Rest). The duergar magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

Ruthless Command (Recharges after a Short or Long Rest). For 1 minute, the duergar can issue a telepathic command whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll. The creature takes 1d8 psychic damage and can add a d10 to its roll provided it can understand the duergar. A creature can benefit from only one ruthless command die at a time. This effect ends if the duergar is incapacitated.

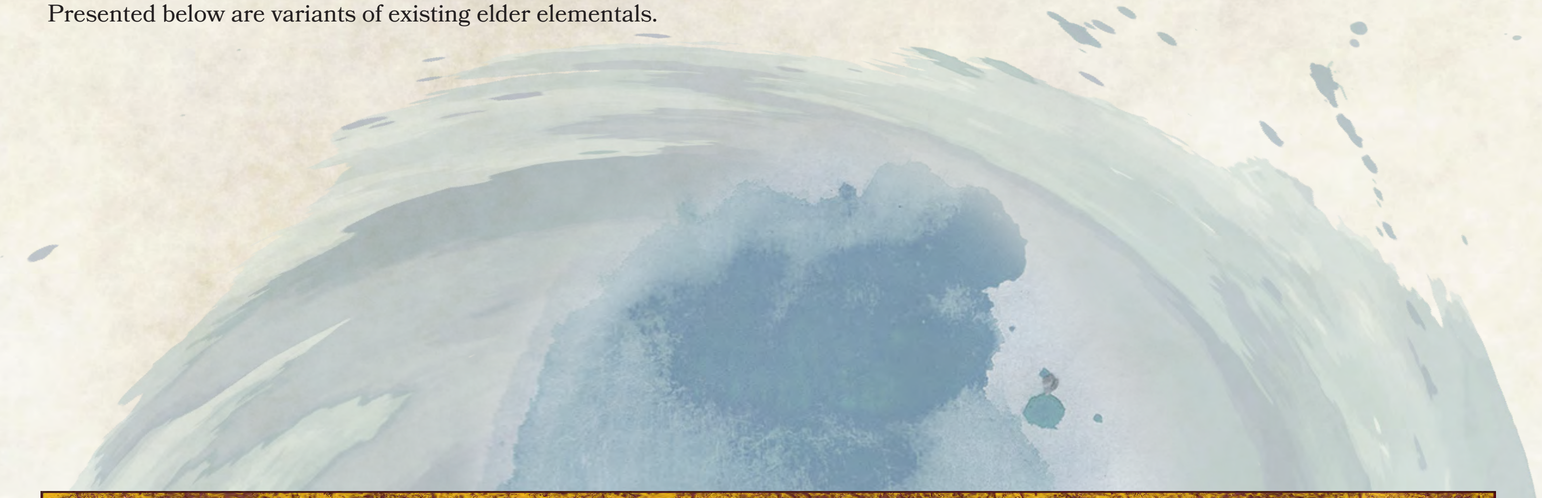
Elementals, Elder

When pure elemental energies converge, a new elemental is created. This occasion, however, is extremely rare and only happen during catastrophic events that involve the elements. There are some situations, like that of the phoenix, where an elemental is reborn into a new body when its current one is weakened. Many theories other than the ones above persists, yet we will never know how these mysterious and powerful elementals came to be. One thing is for sure, young versions of elder elementals are more likelier to be encountered in their home planes than the older ones.

Presented below are variants of existing elder elementals.

Young Leviathan

Young leviathans retain the same shape as their elder counterparts, albeit a tad smaller and less powerful. These massive serpent-like creatures roam the deepest seas, protecting its subjects. In its true form, a young leviathan can crush sea fortresses with its blows and sink battleships with a massive tidal wave. Fortunately, young leviathans are rarely encountered, and only a fool-hardy simpleton would dare provoke it.



Young Leviathan

Huge elemental, neutral

Armor Class 16
Hit Points 162 (12d12 + 84)
Speed 40 ft., swim 120 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	22 (+6)	24 (+7)	2 (-4)	14 (+2)	15 (+2)

Saving Throws Wis +6, Cha +6
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities acid, poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned
Senses darkvision 60 ft., passive Perception 12
Languages —
Challenge 12 (8,400 XP)

Partial Freeze. If the leviathan takes 30 cold damage or more during a single turn, the leviathan partially freezes; until the end of its next turn, its speeds are reduced to 20 feet, and it makes attack rolls with disadvantage.

Siege Monster. The leviathan deals double damage to objects and structures (included in Tidal Wave).

Water Form. The leviathan can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Actions

Multiattack. The leviathan makes two attacks: one with its slam and one with its tail.

Slam. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 11 (1d8 + 7) bludgeoning damage plus 4 (1d8) acid damage.

Tail. Melee Weapon Attack: + 11 to hit, reach 15 ft., one target. Hit: 12 (1d10 + 7) bludgeoning damage plus 4 (1d8) acid damage.

Tidal Wave (Recharge 6). While submerged, the leviathan magically creates a wall of water centered on itself. The wall is up 120 feet long, up to 120 feet high, and up to 20 feet thick. When the wall appears, all other creatures within its area must each make a DC 19 Strength saving throw. A creature takes 22 (4d10) bludgeoning damage on failed save, or half as much damage on a successful one.

At the start of each of the leviathan's turns after the wall appears, the wall, a long with any other creatures in it, moves 50 feet away from the leviathan. Any Huge or smaller creature inside the wall or whose space the wall enters when it moves must succeed on a DC 19 Strength saving throw or take 16 (3d10) bludgeoning damage. A creature takes this damage no more than once on a turn. At the end of each turn the wall moves, the wall's height is reduced by 40 feet, and the damage creatures take from the wall on subsequent rounds is reduced by 1d10. When the wall reaches 0 feet in height, the effect ends.

A creature caught in the wall can move by swimming. Because of the force of the wave, though, the creature must make a successful DC 19 Strength (Athletics) check to swim at all during that turn.

Legendary Actions

The leviathan can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The leviathan regains spent legendary actions at the start of its turn.

Move. The leviathan moves up to its speed.
Slam (Costs 2 Actions). The leviathan makes one slam attack.

Young Phoenix

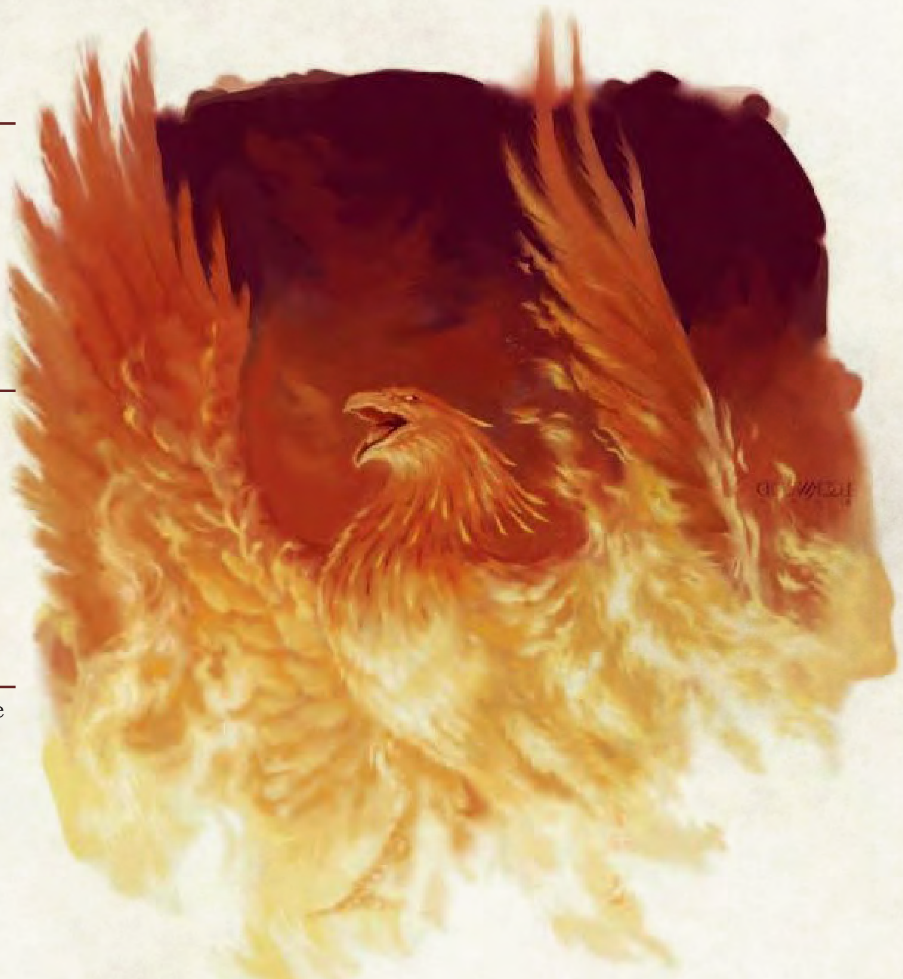
When a phoenix dies, or when it sees its powers dim, it can choose to die and be reborn anew. The young phoenix partially retains the wisdom of its former self, and gains a hot-headed temperament, eager to try its new-born powers in the world.

Young Tempest

Young tempests are born of the most powerful lightning storms, forming their serpent-like body alongside their "parent" until they are whole. Like their adult brethren, young tempests are temperamental, and are prone to unleashing torrential rains and punishing winds across all land it passes through.

Young Zaratan

Zaratans are born from earthquakes and are about the size of a small hill when young. These dim-witted elementals only concern themselves with food, moving slowly across the terrain in search of the best territory. Young zaratans are normally overlooked since their carapace resemble the earth, complete with various types of flora. They are, however, very territorial and when provoked, can induce earthquakes and spew various debris from its mouth.



Young Phoenix

Huge elemental, neutral

Armor Class 17
Hit Points 100 (8d12 + 48)
Speed 20 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	24 (+7)	22 (+6)	2 (-4)	17 (+3)	16 (+3)

Saving Throws Wis +7, Cha +7
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 10 (5,900 XP)

Fiery Death and Rebirth. When the phoenix dies, it explodes. Each creature within 40 feet of it must make a DC 18 Dexterity saving throw, taking 16 (3d10) fire damage on a failed save, or half as much damage on a successful one. The fire ignites flammable objects in the area that aren' t worn or carried.

The explosion destroys the phoenix's body and leaves behind an egg-shaped cinder that weighs 5 pounds. The cinder is blazing hot, dealing 21 (6d6) fire damage to any creature that touches it, though no more than once per round. The cinder is immune to all damage, and after 1d6 days, it hatches a new phoenix.

Fire Form. The phoenix can move through a space as narrow as 1 inch wide without squeezing. Any creature that touches the phoenix or hits it with a melee attack while within 5 feet of it takes 4 (1d8) fire damage. In addition, the phoenix can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 4 (1d8) fire damage. With a touch, the phoenix can also ignite flammable objects that aren' t worn or carried (no action required).

Flyby. The phoenix doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Illumination. The phoenix sheds bright light in a 40-foot radius and dim light for an additional 20 feet.

Siege Monster. The phoenix deals double damage to objects and structures.

Actions

Multiattack. The phoenix makes two attacks: one with its beak and one with its fiery talons.

Beak. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 14 (2d6 + 7) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 4 (1d8) fire damage at the start of each of its turns.

Fiery Talons. *Melee Weapon Attack:* + 11 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) fire damage.

Legendary Actions

The phoenix can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The phoenix regains spent legendary actions at the start of its turn.

Peck. The phoenix makes one beak attack.
Move. The phoenix moves up to its speed.
Swoop (Costs 2 Actions). The phoenix moves up to its speed and attacks with its fiery talons.

Young Tempest

Huge elemental, neutral

Armor Class 17
Hit Points 138 (12d12 + 60)
Speed 0 ft., fly 120 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	24 (+7)	21 (+5)	2 (-4)	17 (+3)	16 (+3)

Saving Throws Wis +8, Cha +8
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities lightning, poison, thunder
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 13 (10,000 XP)

Air Form. The tempest can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Flyby. The tempest doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Living Storm. The tempest is always at the center of a storm ld6 + 4 miles in diameter. Heavy precipitation in the form of either rain or snow falls there, causing the area to be lightly obscured. Heavy rain also extinguishes open flames and imposes disadvantage on Wisdom (Perception) checks that rely on hearing.

In addition, strong winds swirl in the area covered by the storm. The winds impose disadvantage on ranged attack rolls. The winds extinguish open flames and disperse fog.

Siege Monster. The tempest deals double damage to objects and structures.

Actions

Multiattack. The tempest makes two attacks with its thunderous slam.

Thunderous Slam. Melee Weapon Attack: +12 to hit, reach 20 ft., one target. Hit: 17 (3d6 + 7) thunder damage.

Lightning Storm (Recharge 6). All other creatures within 80 feet of the tempest must each make a DC 18 Dexterity saving throw, taking 22 (5d8) lightning damage on a failed save, or half as much damage on a successful one. If a target's saving throw fails by 5 or more, the creature is also stunned until the end of its next turn.

Legendary Actions

The tempest can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The tempest regains spent legendary actions at the start of its turn.

Move. The tempest moves up to its speed.
Lightning Strike (Costs 2 Actions). The tempest can cause a bolt of lightning to strike a point on the ground anywhere under its storm. Each creature within 5 feet of that point must make a DC 18 Dexterity saving throw, taking 13 (3d8) lightning damage on a failed save, or half as much damage on a successful one.

Young Zaratan

Huge elemental, neutral

Armor Class 20 (natural armor)
Hit Points 162 (12d12 + 84)
Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	24 (+7)	2 (-4)	17 (+3)	16 (+3)

Saving Throws Wis +7, Cha +7
Damage Vulnerabilities thunder
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities exhaustion, paralyzed, petrified, poisoned, stunned
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 13
Languages —
Challenge 12 (8,400 XP)

Ground-Shaking Movement. As a bonus action after moving at least 10 feet on the ground, the zaratan can send a shock wave through the ground in a 60-foot-radius circle centered on itself. That area becomes difficult terrain for 1 minute. Each creature on the ground within the area that is concentrating must succeed on a DC 19 Constitution saving throw or the creature's concentration is broken.

Magic Weapons. The zaratan's weapon attacks are magical.

Siege Monster. The zaratan deals double damage to objects and structures.

Actions

Multiattack. The zaratan makes two attacks: one with its bite and one with its stomp.

Bite. *Melee Weapon Attack:* +11 to hit, reach 20 ft., one target. *Hit:* 20 (3d8 + 7) piercing damage.

Stomp. *Melee Weapon Attack:* +11 to hit, reach 20 ft., one target. *Hit:* 18 (2d10 + 7) bludgeoning damage.

Spit Rock. *Ranged Weapon Attack:* +11 to hit, range 120 ft./240 ft., one target. *Hit:* 25 (4d8 + 7) bludgeoning damage.

Spew Debris (Recharge 5-6). The zaratan exhales rocky debris in a 60-foot cube. Each creature in that area must make a DC 19 Dexterity saving throw. A creature takes 22 (4d10) bludgeoning damage on a failed save, or half as much damage on a successful one. A creature that fails the save by 5 or more is knocked prone.

Legendary Actions

The zaratan can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The zaratan regains spent legendary actions at the start of its turn.

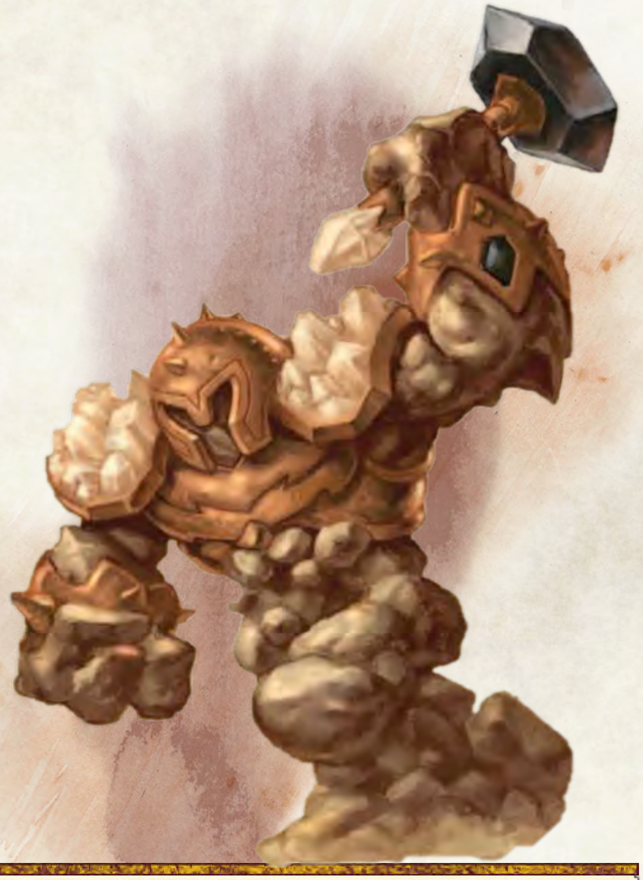
Stomp. The zaratan makes one stomp attack.
Move. The zaratan moves up to its speed.
Spit (Costs 2 Actions). The zaratan uses Spit Rock.
Retract (Costs 2 Actions). The zaratan retracts into its shell. Until it takes its Emerge action, it has resistance to all damage, and it is restrained. The next time it takes a legendary action, it must take its Revitalize or Emerge action.
Revitalize (Costs 2 Actions). The zaratan can use this option only if it is retracted in its shell. It regains 32 (5d12) hit points. The next time it takes a legendary action, it must take its Emerge action.
Emerge (Costs 2 Actions). The zaratan emerges from its shell and uses Spit Rock. It can use this option only if it is retracted in its shell.

ELEMENTAL MYRMIDONS

ELEMENTAL MYRMIDON

Elemental Myrmidons were once free elementals summoned by powerful spellcasters and bound into magical plates of armor. While these elementals retain their intelligence, their free will have been erased, fully subservient to their masters that summoned them. Elemental myrmidons are neutral-aligned by nature, its alignment only shifting to good or evil depending on who or what summoned them. As they get older and absorb more energy, they get stronger and larger.

Presented below are more powerful variants of elemental myrmidons.



GREATER AIR ELEMENTAL MYRMIDON

Large elemental, neutral

Armor Class 18 (plate)
Hit Points 209 (22d10 + 88)
Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	18 (+4)	10 (+0)	12 (+1)	12 (+1)

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities paralyzed, petrified, poisoned, prone
Senses darkvision 60 ft., passive Perception 11
Languages Auran, one language of its creator's choice
Challenge 11 (7,200 XP)

Magic Weapons. The myrmidon's weapon attacks are magical.

ACTIONS

Multiattack. The myrmidon makes three flail attacks. If available, it can use Whirlwind Blast in place of one of these attacks.

Flail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Lightning Strike (Recharge 5-6). The myrmidon makes one flail attack. On a hit, the target takes an extra 22 (5d8) lightning damage, and the target must succeed on a DC 16 Constitution saving throw or be stunned until the end of the myrmidon's next turn.

Whirlwind Blast (Recharge 6). The myrmidon unleashes sudden violent winds in a 15-foot radius circle centered on itself. Each creature in the area other than the myrmidon must make a DC 18 Strength saving throw. On a failure, the target takes 15 (2d8 + 6) bludgeoning damage and is flung up to 10 feet away from the myrmidon in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes an extra 9 (1d6 + 6) bludgeoning damage. If the target is thrown at another creature, that creature must succeed on a DC 16 Dexterity saving throw or take the same damage and be knocked prone.

If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

GREATER EARTH ELEMENTAL MYRMIDON

Large elemental, neutral

Armor Class 18 (plate)
Hit Points 199 (21d10 + 84)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	18 (+4)	9 (-1)	12 (+1)	12 (+1)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities paralyzed, petrified, poisoned, prone
Senses darkvision 60 ft., passive Perception 11
Languages Terran, one language of its creator's choice
Challenge 11 (7,200 XP)

Magic Weapons. The myrmidon's weapon attacks are magical.

ACTIONS

Multiattack. The myrmidon makes two maul attacks. If available, it can use Ground Smash in place of one of these attacks.

Maul. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 20 (4d6 + 6) bludgeoning damage.

Thunderous Strike (Recharge 5-6). The myrmidon makes one maul attack. On a hit, the target takes an extra 22 (4d10) thunder damage, and the target must succeed on a DC 16 Strength saving throw or be knocked prone.

Ground Smash (Recharge 6). The myrmidon slams the ground with its maul, causing an earth tremor in and pelting with rocks a 15-foot radius circle centered on itself. Each creature in the area other than the myrmidon must succeed on a DC 18 Strength saving throw, taking 22 (3d10 + 6) bludgeoning damage and is knocked prone on a failed save, or half as much damage and isn't knocked prone on a successful one.

GREATER FIRE ELEMENTAL MYRMIDON

Large elemental, neutral

Armor Class 18 (plate)
Hit Points 218 (23d10 + 92)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	19 (+4)	10 (+0)	12 (+1)	12 (+1)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities paralyzed, petrified, poisoned, prone
Senses darkvision 60 ft., passive Perception 11
Languages Ignan, one language of its creator's choice
Challenge 11 (7,200 XP)

Illumination. The myrmidon sheds bright light in a 20-foot radius and dim light in a 40-foot radius.

Heated Body. A creature that touches the myrmidon or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

Magic Weapons. The myrmidon's weapon attacks are magical.

Water Susceptibility. For every 5 feet the myrmidon moves in 1 foot or more of water, it takes 2 (1d4) cold damage.

ACTIONS

Multiattack. The myrmidon makes three scimitar attacks. If available, it can use Flame Scorch in place of one of these attacks.

Scimitar. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Fiery Strikes (Recharge 5-6). The myrmidon uses Multiattack. Each attack that hits deals an extra 5 (1d10) fire damage.

Flame Scorch (Recharge 5-6). The myrmidon discharges flames in a 30-foot cone. Each creature in that area must succeed on a DC 16 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much on a successful one.

GREATER WATER ELEMENTAL MYRMIDON

Large elemental, neutral

Armor Class 18 (plate)
Hit Points 199 (21d10 + 84)
Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	19 (+4)	9 (-1)	12 (+1)	12 (+1)

Damage Resistances acid, bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities paralyzed, petrified, poisoned, prone
Senses darkvision 60 ft., passive Perception 11
Languages Aquan, one language of its creator's choice
Challenge 11 (7,200 XP)

Magic Weapons. The myrmidon's weapon attacks are magical.

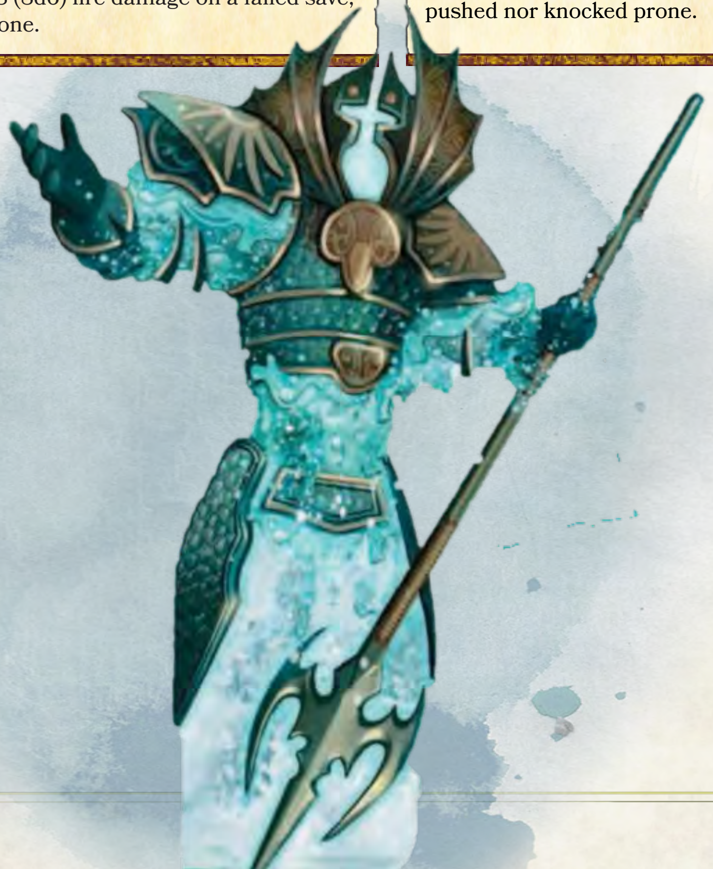
ACTIONS

Multiattack. The myrmidon makes three trident attacks. If available, it can use Water Jet in place of one of these attacks.

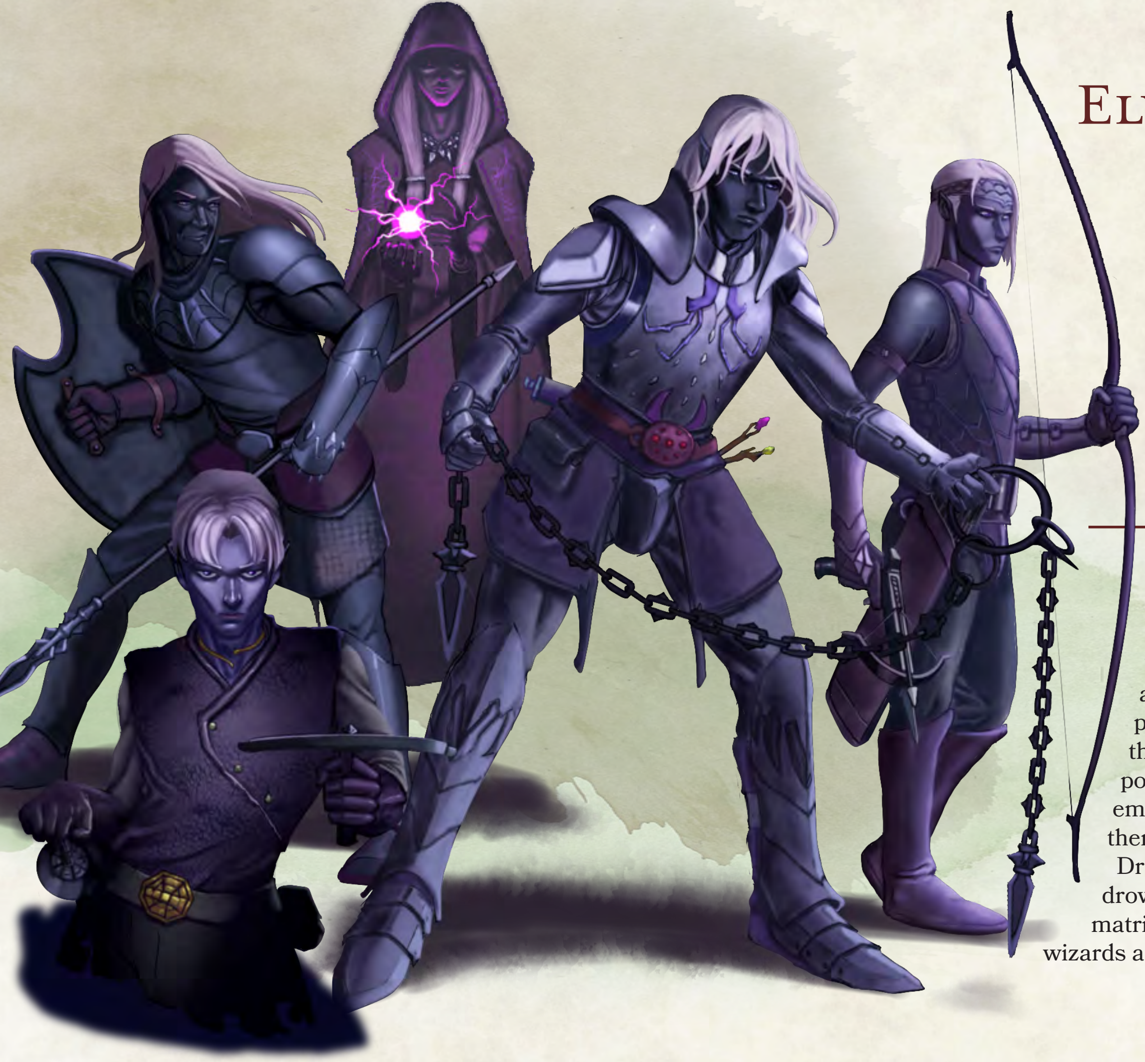
Trident. *Melee or Ranged Weapon Attack:* +10 to hit, reach 10 ft. or range 20/60 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage, or 15 (2d8 + 6) piercing damage if used with two hands to make a melee attack.

Freezing Strikes (Recharge 5-6). The myrmidon uses Multiattack. Each attack that hits deals an extra 5 (1d10) cold damage. A target that is hit by one or more of these attacks has its speed reduced by 10 feet until the end of the myrmidon's next turn.

Water Jet (Recharge 6). The myrmidon magically shoots water in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw. On a failure, the target takes 17 (5d6) bludgeoning damage and, if it is Large or smaller, is pushed up to 15 feet away from the myrmidon and knocked prone. On a success, the target takes half the bludgeoning damage, but is neither pushed nor knocked prone.



ELVES, DROW



DROW ARCANE KNIGHT

Drow arcane knights are remarkable arcane guards that have further advanced their training in the arcane and martial schools. They are dangerous adversaries, able to attack three times with their poisoned spiked chains. In addition, they now ability to heighten the potency of their spells, in addition to empowering them and being to cast them as a bonus action.

Drow arcane knights usually serve drow in high positions, such as matriarchs, high priestesses, and house wizards as guards.

DROW ARCANE KNIGHT

Medium humanoid (elf), neutral evil

Armor Class 16 (studded leather)
Hit Points 97 (15d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	12 (+1)	12 (+1)	17 (+3)

Saving Throws Con +6, Cha +7
Skills Arcana +5, Perception +5, Stealth +8
Senses darkvision 120 ft., passive Perception 15
Languages Elvish, Undercommon
Challenge 10 (5,900 XP)

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Innate Spellcasting. The drow's innate spellcasting ability is Charisma (spell save DC 15). The drow can innately cast the following spells, without providing material components:

At will: *dancing lights*
1/day each: *darkness, faerie fire, levitate* (self only)

Spellcasting. The drow is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *fire bolt, mage hand, minor illusion, poison spray, prestidigitation, true strike*
1st level (4 slots): *shield, thunderwave*
2nd level (3 slots): *mirror image, scorching ray, web*
3rd level (3 slots): *counterspell, lightning bolt*
4th level (3 slots): *dimension door, greater invisibility*
5th level (2 slots): *cone of cold*

Sorcery Points. The drow has 10 sorcery points. It can spend 1 or more sorcery points to gain one of the following benefits:

Empowered Spell: When the drow rolls damage for a spell, it can spend 1 sorcery point to reroll up to 3 damage dice. It must use the new rolls. It can use Empowered Spell even if it has already used a different Metamagic option during the casting of the spell.

Heightened Spell: When the drow casts a spell that forces a creature to make a saving throw to resist the spell's effects, the drow can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw against the spell.

Quickened Spell: When the drow casts a spell that has a casting time of 1 action, the drow can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Sunlight Sensitivity. While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The drow makes three spiked chain attacks.

Spiked Chain. *Melee Weapon Attack*: +8 to hit, reach 10 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage plus 7 (2d6) poison damage.

REACTIONS

Parry. The drow adds 2 to its AC against one melee attack that would hit it. To do so, the drow must see the attacker and be wielding a melee weapon.

Drow Dark Sniper

Drow dark snipers are expert marksmen who use the shadows of the Underdark as their cover. Skilled with the use of the longbow and hand crossbow, they can pick off unwary targets with ease without getting noticed. Dark snipers are also excellent melee fighters, often choosing to carry a shortsword with them in case an opponent gets too close.

Drow Dark Sniper

Medium humanoid (elf), neutral evil

Armor Class 16 (studded leather)
Hit Points 60 (11d8 + 11)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	12 (+1)	11 (+0)	12 (+1)	12 (+1)

Skills Perception +7, Stealth +10
Senses darkvision 120 ft., passive Perception 17
Languages Elvish, Undercommon
Challenge 5 (1,800 XP)

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Innate Spellcasting. The drow's innate spellcasting ability is Charisma (spell save DC 12). The drow can innately cast the following spells, without providing material components:

At will: *dancing lights*
1/day each: *darkness, faerie fire, levitate* (self only)

Sharpshooter. The drow's ranged weapon attacks ignore half cover and three-quarters cover and attacking at long range doesn't impose disadvantage on the drow's ranged weapon attack rolls.

Stealthy. On each of its turns, the drow can use a bonus action to take the Hide action.

Sunlight Sensitivity. While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Steady Aim (3/Day). As a bonus action, the drow takes careful aim at a creature it can see within range of its ranged weapon. Until the end of its turn, the drow deals an an extra 10 (3d6) damage with each of its ranged weapon attacks against the target.

Actions

Multiattack. The drow makes two short sword attacks or two longbow attacks.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 7 (2d6) poison damage.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 7 (2d6) poison damage.

Hand Crossbow. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, and the target must succeed on a DC 14 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

Drow House Wizard

The House Wizard is, usually, the most powerful arcane spellcaster in the Drow House, a position usually held by a male who is in a good position with the House Matriarch. His tasks normally include arcane research, training of potential wizards, supplying arcane scrolls and magic items, providing magical defenses and scrying, and leading artillery support during times of war.

Drow House Wizard

Medium humanoid (elf), neutral evil

Armor Class 13 (16 with *mage armor*)
Hit Points 143 (22d8 + 44)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	20 (+5)	13 (+1)	15 (+2)

Saving Throws Int +9, Wis +5
Skills Arcana +13, History +13, Nature +13, Perception +5
Senses darkvision 120 ft., passive Perception 15
Languages Elvish, Undercommon
Challenge 9 (5,000 XP)

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Innate Spellcasting. The drow's innate spellcasting ability is Charisma (spell save DC 14). The drow can innately cast the following spells, without providing material components:

At will: *dancing lights*
1/day each: *darkness, faerie fire, levitate* (self only)

Spellcasting. The drow is a 13th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). It has the following wizard spells prepared:

Cantrip (at will): *fire bolt, mage hand, message, minor illusion, poison spray, prestidigitation*
1st level (4 slots): *burning hands, mage armor, magic missile, shield*
2nd level (3 slots): *invisibility, misty step, scorching ray*
3rd level (3 slots): *counterspell, dispel magic, fireball*
4th level (3 slots): *evard's black tentacles, greater invisibility*
5th level (2 slots): *cloudkill, telekinesis*
6th level (1 slot): *disintegrate*
7th level (1 slot): *delayed blast fireball*

Sunlight Sensitivity. While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Alter Energy Type (1/Turn). When the drow casts a spell with a spell slot and the spell deals acid, cold, fire, force, lightning, necrotic, radiant, or thunder damage, it can substitute that damage with one other type from that list.

Alter Saving Throw (Recharges after a Short or Long Rest). When the drow casts a spell with a spell slot and the spell requires a saving throw, it can change the saving throw from one ability score to another of its choice.

Actions

Multiattack. The drow makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 7 (2d6) poison damage.

DROW LOLTH'S STING

In some drow societies there is a martial arts training school known as the Order of the Spider Queen. The school only accepts female students who come from prominent drow families favored by Lolth. The students undergo years of brutal training, their masters pitting them against one another in duels to the death. Those who complete their training, which is less than half their original number, become formidable shadow monk assassins known as Lolth's Stings.

DROW LOLTH'S STING

Medium humanoid (elf), neutral evil

Armor Class 15 (studded leather)
Hit Points 49 (9d8 + 9)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	12 (+1)	11 (+0)	14 (+2)	12 (+1)

Skills Perception +4, Stealth +7
Senses darkvision 120 ft., passive Perception 14
Languages Elvish, Undercommon
Challenge 4 (1,100 XP)

Cunning Action. On each of its turns, the drow can use a bonus action to take the Dash, Disengage, or Hide action.

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Innate Spellcasting. The drow's innate spellcasting ability is Charisma (spell save DC 11). The drow can innately cast the following spells, without providing material components:

At will: *dancing lights*
1/day each: *darkness, faerie fire, levitate* (self only)

Sneak Attack (1/Turn). The drow deals an extra 10 (3d6) damage when the drow hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the drow that isn't incapacitated and the drow doesn't have disadvantage on the attack roll.

Shadow Step. While in dim light or darkness, the drow can teleport as a bonus action up to 60 feet to an unoccupied space it can see that is also in dim light or darkness. It then has advantage on the first melee attack it makes before the end of the turn.

Sunlight Sensitivity. While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Unarmored Defense. While the drow is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

ACTIONS

Multiattack. The drow makes two attacks with its rapier.

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage and 7 (2d6) poison damage.

Hand Crossbow. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

DROW SOLDIER

Drow soldiers, usually male, are the foundation of any drow army. Trained for combat and sworn to servitude since childhood, drow soldiers exhibit their discipline and combat mastery with perfect and unbreakable phalanx formations.

DROW SOLDIER

Medium humanoid (elf), neutral evil

Armor Class 16 (studded leather, shield)
Hit Points 22 (4d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	11 (+0)	11 (+0)	12 (+1)

Skills Perception +2, Stealth +6
Senses darkvision 120 ft., passive Perception 12
Languages Elvish, Undercommon
Challenge 1 (200 XP)

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Innate Spellcasting. The drow's innate spellcasting ability is Charisma (spell save DC 11). The drow can innately cast the following spells, without providing material components:

At will: *dancing lights*
1/day each: *darkness, faerie fire*

Phalanx Formation. The drow has advantage on attack rolls and Dexterity saving throws while standing within 5 feet of a drow ally wielding a shield.

Sunlight Sensitivity. While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 7 (2d6) poison damage.

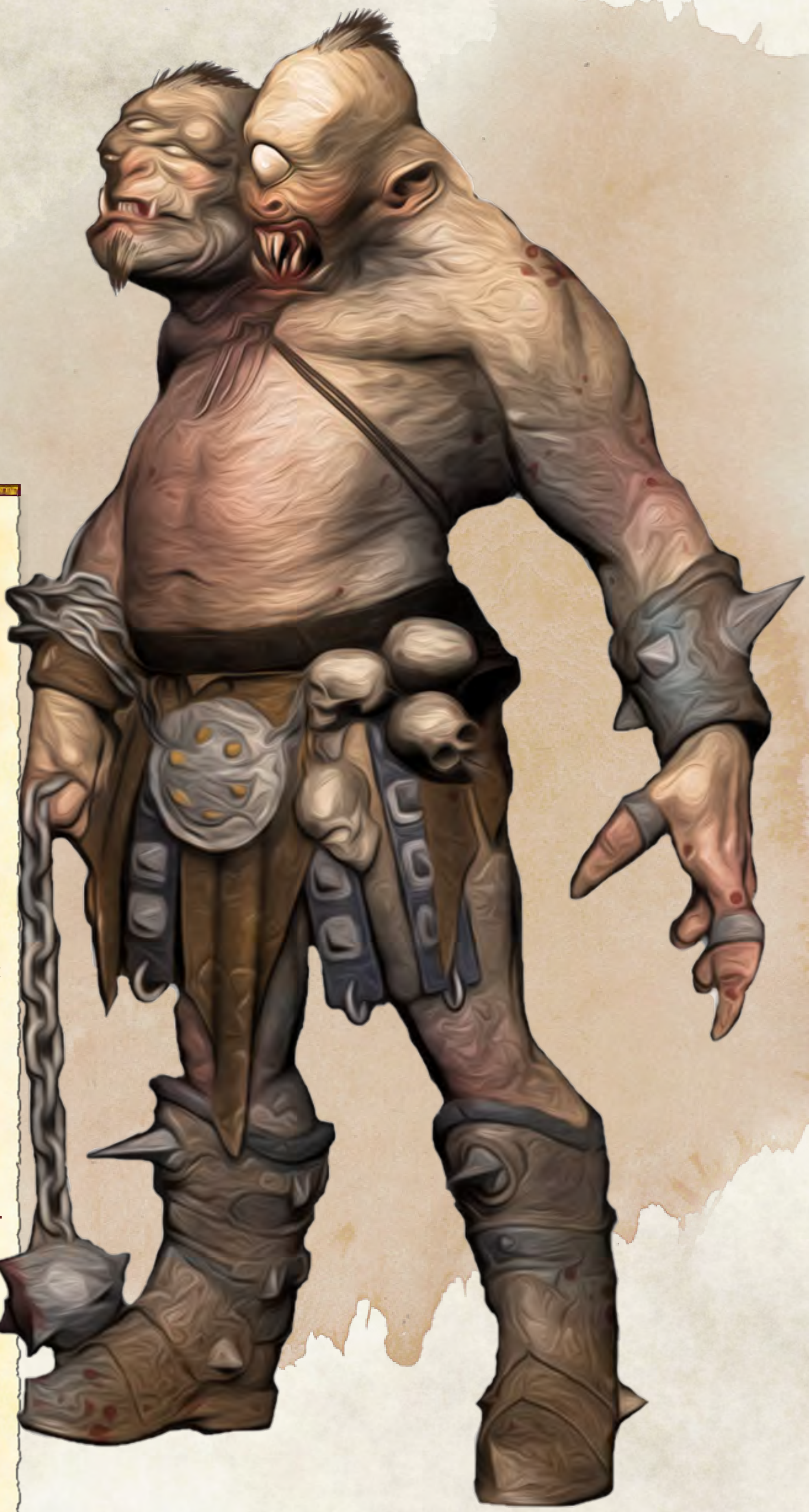
REACTIONS

Parry. The drow adds 2 to its AC against one melee attack that would hit it. To do so, the drow must see the attacker and be wielding a melee weapon.

ETTINS

ETTIN BERSERKER

The ettin berserker is stronger and more aggressive than their normal kin. Orc tribes that manage to recruit an ettin berserker into their ranks use them to break their opponent's formations in combat. With excellent battlefield awareness, ettin berserkers are near-impossible to surprise and can attack simultaneously with their battleaxe and morningstar.



ETTIN BERSERKER

Large giant, chaotic evil

Armor Class 12 (natural armor)
Hit Points 123 (13d10 + 52)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	18 (+4)	6 (-2)	10 (+0)	10 (+0)

Skills Perception +6
Senses darkvision 60 ft., passive Perception 16
Languages Giant, Orc
Challenge 6 (2,300 XP)

Reckless. At the start of its turn, the ettin can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Two Heads. The ettin has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Wakeful. When one of the ettin's heads is asleep, its other head is awake.

ACTIONS

Multiattack. The ettin makes two attacks: one with its battleaxe and one with its morningstar.

Battleaxe. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage.

Morningstar. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage.

Whirling Weapons (Recharge 5-6). The ettin moves up to its walking speed in a straight line and targets each creature within 5 feet of it during its movement. Each target must succeed on a DC 17 Dexterity saving throw or take 15 (2d8 + 6) slashing damage and 15 (2d8 + 6) piercing damage.

Ettin Vanguard

Vanguards are strong, ferocious-looking armored ettin fighters that lead their allies into battle. They wade into melee without fear and ensure no foe gets past them.

Ettin Vanguard

Large giant, chaotic evil

Armor Class 14 (ring mail)
Hit Points 190 (20d10 + 80)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	8 (-1)	18 (+4)	6 (-2)	12 (+1)	10 (+0)

Skills Perception +7
Senses darkvision 60 ft., passive Perception 17
Languages Giant, Orc
Challenge 8 (3,900 XP)

Indomitable (2/Day). The ettin rerolls a failed save. It must use the new roll.

Punish the Marked (1/Turn). As a bonus action, the ettin can make a melee weapon attack against a creature marked by it if the creature dealt damage to anyone other than the ettin during the last turn. The ettin's melee weapon attack has advantage on the attack roll, and if it hits, the attack's weapon deals an extra 7 (2d6) damage to the target.

Threatening. Creatures provoke an opportunity attack from the ettin when they move 5 feet or more while within the ettin's reach, and if the ettin hits a creature with an opportunity attack, the target's speed is reduced to 0 until the end of the current turn.

Two Heads. The ettin has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Wakeful. When one of the ettin's heads is asleep, its other head is awake.

Actions

Multiattack. The ettin makes two attacks: one with its battleaxe and one with its morningstar.

Battleaxe. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage, and the target is marked until the end of the ettin's next turn. This effect ends early if the ettin is incapacitated or it dies, or if someone else marks the target. While it is within 5 feet of the ettin, a creature marked by the ettin has disadvantage on any attack roll that doesn't target the ettin.

Morningstar. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) piercing damage, and the target is marked until the end of the ettin's next turn. This effect ends early if the ettin is incapacitated or it dies, or if someone else marks the target. While it is within 5 feet of the ettin, a creature marked by the ettin has disadvantage on any attack roll that doesn't target the ettin.

Ettin Witch Doctor

An ettin witch doctor is a divine spellcaster that takes advantage of its dual heads, each head being able to maintain concentration on two spells at the same time. This makes it a potentially very dangerous foe to be left alone.

Ettin Witch Doctor

Large giant, chaotic evil

Armor Class 12 (natural armor)
Hit Points 120 (16d10 + 32)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	15 (+2)	6 (-2)	15 (+2)	10 (+0)

Skills Perception +8
Senses darkvision 60 ft., passive Perception 18
Languages Giant, Orc
Challenge 7 (2,900 XP)

Spellcasting. The ettin is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13). It has the following druid spells prepared:

Cantrips (at will): *mending, poison spray, thaumaturgy, toll the dead*
1st level (4 slots): *bane, divine favor, healing word, shield of faith*
2nd level (3 slots): *blindness/deafness, hold person, magic weapon, spiritual weapon*
3rd level (3 slots): *bestow curse, crusader's mantle, revivify, spirit guardians*
4th level (2 slots): *banishment, freedom of movement, stoneskin*

Two Heads. The ettin has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Two-Headed Battle Caster. The ettin can cast a spell in place of one of its melee weapon attacks. In addition, it can maintain concentration on up to two spells. If the ettin casts a third spell that requires concentration while already maintaining concentraion on two other spells, one of the two previous spells ends (ettin's choice). If the ettin is required to make a Constitution saving throw to maintain concentration, it must make a separate saving throw for each spell.

Wakeful. When one of the ettin's heads is asleep, its other head is awake.

Actions

Multiattack. The ettin makes two attacks: one with its battleaxe and one with its morningstar, or it can make one melee weapon attack and cast a spell.

Battleaxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Morningstar. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

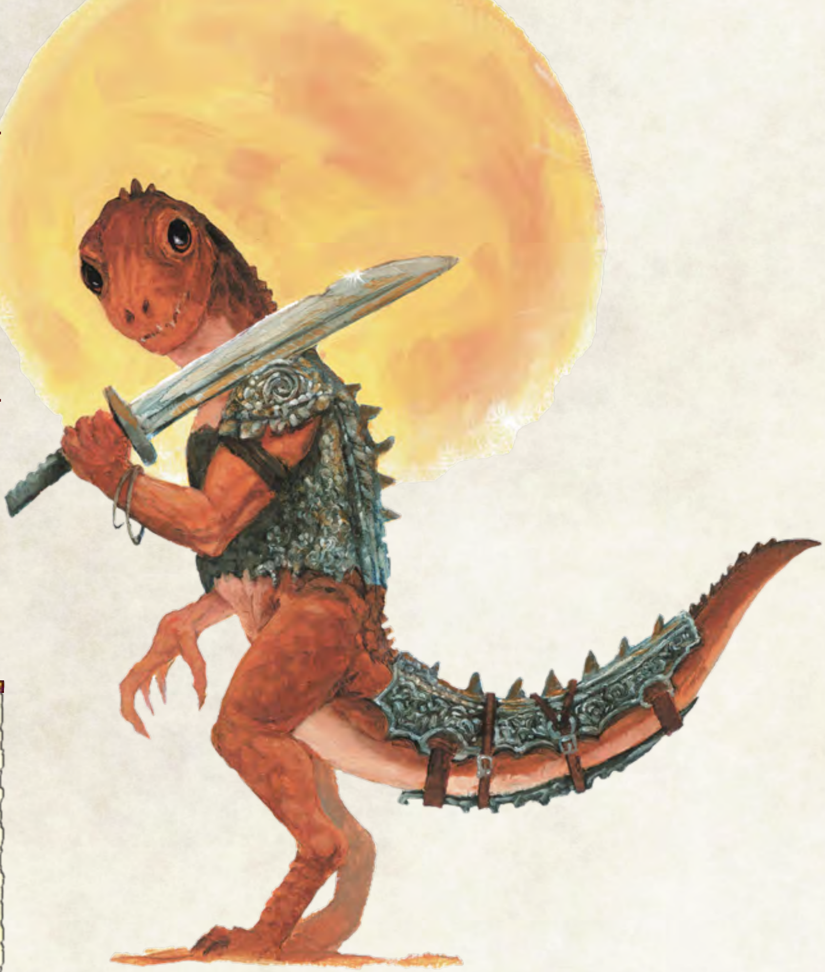
FIRENEWTS

FIRENEWT WAR PRIEST OF IMIX

Blessed by Imix, the war priest is a high-level cleric specializing in divine warfare magic and often leads its kin into battle. As a gift from its deity, the war priest's red scales are always glowing faintly like embers. Fiery sparks bristle from the scales and claws of the war priest, and opponents find themselves the burning victims of its fiery rage after striking the war priest.

FIRENEWT ZEALOT

Devout worshipers of Imix, firenewt zealots are blessed with the ability to empower their attacks with divine fire. Armed with a burning scimitar, the wild and aggressive zealots pose a definite threat in the battlefield.



FIRENEWT WAR PRIEST OF IMIX

Medium humanoid (firenewt), neutral evil

Armor Class 17 (chain shirt, shield)
Hit Points 84 (13d8 + 26)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	8 (-1)	16 (+3)	10 (+0)

Damage Immunities fire
Senses passive Perception 13
Languages Draconic, Ignan
Challenge 5 (1,800 XP)

Amphibious. The firenewt can breathe air and water.

Spellcasting. The firenewt is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *resistance, sacred flame, thaumathurgy*
1st level (4 slots): *divine favor, guiding bolt, healing word*
2nd level (3 slots): *aid, magic weapon, silence, spiritual weapon*
3rd level (3 slots): *crusader's mantle, dispel magic, spirit guardians*
4th level (3 slots): *banishment, freedom of movement, stoneskin*
5th level (1 slot): *flame strike, hold monster, mass cure wounds*

ACTIONS

Multiattack. The firenewt makes two attacks with its scimitar.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage plus 4 (1d8) fire damage.

Spit Fire (Recharges after a Short or Long Rest). The firenewt spits fire at a creature within 10 feet of it. The creature must make a DC 13 Dexterity saving throw, taking 13 (3d8) fire damage on a failed save, or half as much damage on a successful one.

REACTIONS

Fiery Retribution (3/day). When a creature within 5 feet of the firenewt hits the firenewt with an attack, and the firenewt can see the creature, the firenewt can force the creature to make a DC 14 Dexterity saving throw. The creature takes 13 (3d8) fire damage on a failed save, and half as much damage on a successful one.

FIRENEWT ZEALOT

Medium humanoid (firenewt), neutral evil

Armor Class 17 (chain shirt, shield)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	7 (-2)	12 (+1)	8 (-1)

Damage Immunities fire
Senses passive Perception 11
Languages Draconic, Ignan
Challenge 2 (450 XP)

Amphibious. The firenewt can breathe air and water.

Divine Fury (Recharges after a Long Rest). As a bonus action, the firenewt can magically infuse its attacks with divine fire. For 1 minute, the first creature the firenewt hits on each of its turns with a weapon attack takes 7 (1d6 + 4) fire damage.

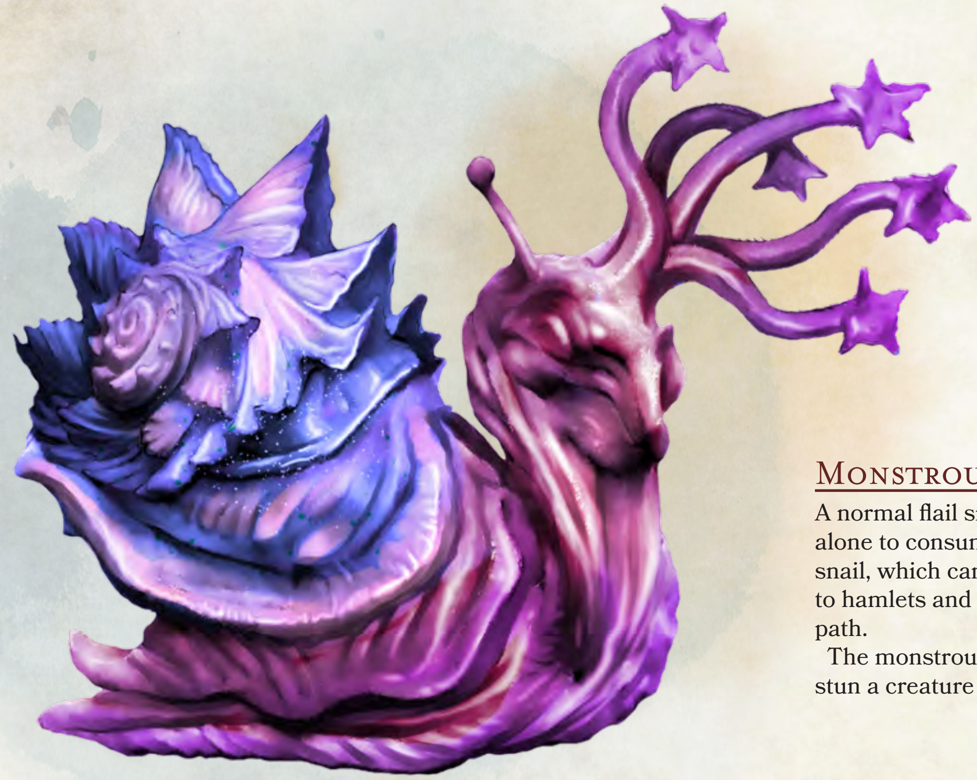
ACTIONS

Multiattack. The firenewt makes two attacks with its scimitar.

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Spit Fire (Recharges after a Short or Long Rest). The firenewt spits fire at a creature within 10 feet of it. The creature must make a DC 12 Dexterity saving throw, taking 13 (3d8) fire damage on a failed save, or half as much damage on a successful one.

FLAIL SNAIL



MONSTROUS FLAIL SNAIL

A normal flail snail may grow to monstrous proportions if left alone to consume everything it comes across. The monstrous flail snail, which can grow three times the size of its kind, is a threat to hamlets and small towns that unfortunately happen to be in its path.

The monstrous flail snail's tentacles are so powerful that it can stun a creature if it is struck by it multiple times in the same turn.

MONSTROUS FLAIL SNAIL

Huge elemental, unaligned

Armor Class 17 (natural armor)
Hit Points 135 (10d12 + 70)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	5 (-3)	24 (+7)	3 (-4)	12 (+1)	5 (-3)

Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 11
Languages —
Challenge 8 (3,900 XP)

Antimagic Shell. The flail snail has advantage on saving throws against spells, and any creature making a spell attack against the flail snail has disadvantage on the attack roll. If the flail snail succeeds on its saving throw against a spell or a spell attack misses it, an additional effect might occur, as determined by rolling a d8:

1-2. If the spell affects an area or has multiple targets, it fails and has no effect. If the spell targets only the flail snail, it has no effect on the flail snail and is reflected back at the caster, using the spell slot level, spell save DC, attack bonus, and spellcasting ability of the caster.

3-4. No additional effect.

5-6. The flail snail's shell converts some of the spell's energy into a burst of destructive force. Each creature within 30 feet of the flail snail must make a DC 18 Constitution saving throw, taking 1d8 force damage per level of the spell on a failed save, or half as much damage on a successful one.

7-8. If Scintillating Shell has already been used, the flail snail's shell converts the spell's energy and recharges Scintillating Shell. Otherwise, reroll and ignore results of 7-8.

Flail Tentacles. The flail snail has five flail tentacles. Whenever the flail snail takes 25 damage or more on a single turn, one of its tentacles dies. If even one tentacle remains, the flail snail regrows all dead ones within 1d4 days. If all its tentacles die, the flail snail retracts into its shell, gaining total cover, and it begins wailing, a sound that can be heard for 600 feet, stopping only when it dies 5d6 minutes later. Healing magic that restores limbs, such as the regenerate spell, can halt this dying process.

ACTIONS

Multiattack. The flail snail makes as many Flail Tentacle attacks as it has flail tentacles, all against the same target. If a target is hit at least three times by Flail Tentacle attacks in the same turn, it must make a DC 16 Constitution saving throw or be stunned until the end of the flail snail's next turn.

Flail Tentacle. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

Scintillating Shell (Recharges 6). The flail snail's shell emits dazzling, colored light until the end of the flail snail's next turn. During this time, the shell sheds bright light in a 40-foot radius and dim light for an additional 40 feet, and creatures that can see the flail snail have disadvantage on attack rolls against it. In addition, any creature within the bright light and able to see the flail snail when this power is activated must succeed on a DC 18 Wisdom saving throw or be stunned until the light ends.

Shell Defense. The flail snail withdraws into its shell, gaining a +6 bonus to AC until it emerges. It can emerge from its shell as a bonus action on its turn.

FROGHEMOTHS

FROGHEMOTH TADPOLE

Froghemoth tadpoles start the challenge of survival the moment they are born, having to escape the hungry clutches of its parent and other larger creatures. About the size of a humanoid, the tadpoles spends their first few weeks of their lives hiding underwater from other predators and ambushing anything edible they can overpower.

FROGHEMOTH TADPOLE

Medium monstrosity, unaligned

Armor Class 12 (natural armor)
Hit Points 22 (4d8 + 4)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	2 (-4)	8 (+1)	4 (-3)

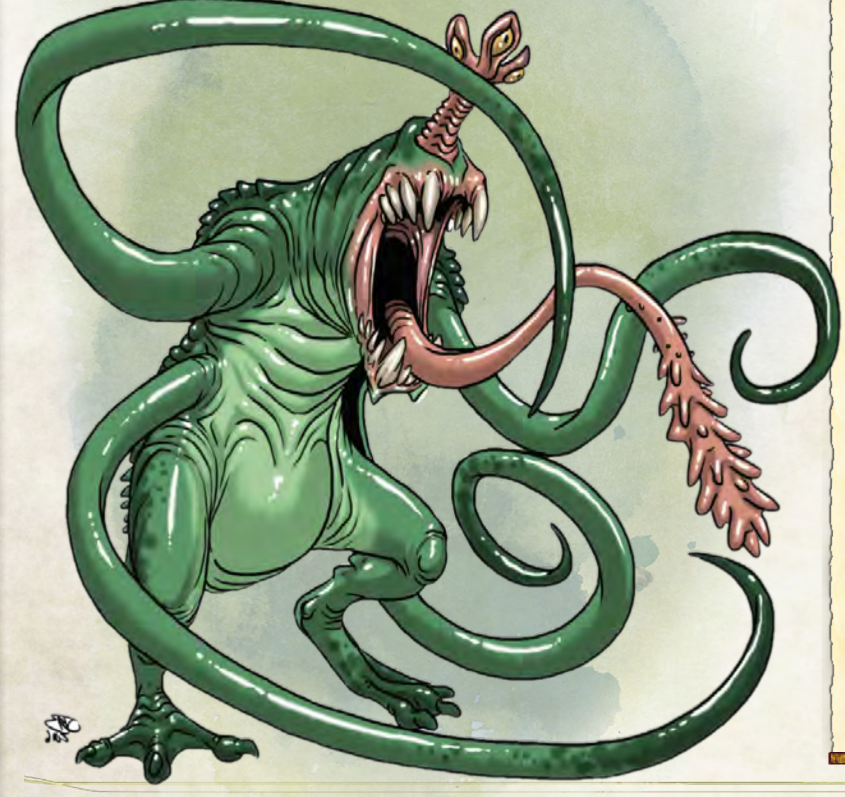
Skills Perception +5, Stealth +4
Damage Resistances fire, lightning
Senses darkvision 60 ft., passive Perception 15
Languages —
Challenge 1/4 (50 XP)

Amphibious. The froghemoth can breathe air and water.

Shock Susceptibility. If the froghemoth takes lightning damage, it suffers several effects until the end of its next turn: its speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, it can't use reactions or Multiattack, and on its turn, it can use either an action or a bonus action, not both.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.



YOUNG FROGHEMOTH

It is not uncommon to find a young froghemoth being treated as a god by bullywugs, which they considered as an avatar of Ramenos. A young froghemoth looks like its more mature kin, but is significantly smaller, enabling the bullywugs to 'tame' them by feeding them animals and humanoids they've captured. These young froghemoths are still quite dangerous though, and will occasionally swallow a bullywug, or pretty much anything, that wanders to close to their maws.

YOUNG FROGHEMOTH

Large monstrosity, unaligned

Armor Class 13 (natural armor)
Hit Points 102 (12d10 + 36)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	16 (+3)	2 (-4)	10 (+0)	5 (-3)

Saving Throws Con +6, Wis +3
Skills Perception +6, Stealth +4
Damage Resistances fire, lightning
Senses darkvision 60 ft., passive Perception 16
Languages —
Challenge 5 (1,800 XP)

Amphibious. The froghemoth can breathe air and water.

Shock Susceptibility. If the froghemoth takes lightning damage, it suffers several effects until the end of its next turn: its speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, it can't use reactions or Multiattack, and on its turn, it can use either an action or a bonus action, not both.

ACTIONS

Multiattack. The froghemoth makes two attacks with its tentacles. It can also use its tongue or bite.

Tentacle. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage, and the target is grappled (escape DC 14) if it is a Large or smaller creature. Until the grapple ends, the froghemoth can't use this tentacle on another target. The froghemoth has four tentacles.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage, and the target is swallowed if it is a Medium or smaller creature. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the froghemoth, and takes 7 (2d6) acid damage at the start of each of the froghemoth's turns.

The froghemoth's gullet can hold up to two creatures at a time. If the froghemoth takes 10 damage or more on a single turn from a creature inside it, the froghemoth must succeed on a DC 17 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, each of which falls prone in a space within 10 feet of the froghemoth. If the froghemoth dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

Tongue. The froghemoth targets one Small or smaller creature that it can see within 15 feet of it. The target must make a DC 15 Strength saving throw. On a failed save, the target is pulled into an unoccupied space within 5 feet of the froghemoth, and the froghemoth can make a bite attack against it as a bonus action.

GIANTS

CLOUD GIANT MASTERMIND

When brutish giants, such as hill giants and frost giants, that normally only make random raids suddenly show signs of coordinated and strategic attacks, it is very likely a cloud giant mastermind is behind it. Very rarely will it make its presence known, and only the most shrewd adventurers will be able to uncover its schemes.

Expert Tactician. The cloud giant mastermind is able to read situations in an instant and strategically place its allies in the best positions to maximize chances of victory. Its quick thinking, ability to adapt, and arcane powers allow it to gain advantage against its foes. It always has bodyguards nearby to misdirect attacks to in case it finds itself cornered or hard-pressed, which almost never happens.

CLOUD GIANT MASTERMIND

Huge giant, neutral good (50%) or neutral evil (50%)

Armor Class 15 (natural armor)
Hit Points 275 (22d12 + 132)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	12 (+1)	22 (+6)	16 (+3)	16 (+3)	16 (+3)

Saving Throws Con +11, Dex +6, Wis +8, Cha +8
Skills Deception +8, Insight +8, Perception +8, Stealth +6
Senses passive Perception 18
Languages Common, Giant
Challenge 16 (15,000 XP)

Cunning Action. The giant can take the Dash, Disengage, or Hide action as a bonus action on each of its turns.

Cunning Insight (Recharges 5-6). As a bonus action, the giant chooses a target it can see within 30 feet of it. The giant and up to 3 creatures of its choice have advantage on ability checks, attack rolls, and saving throws made against the target. In addition, the target has disadvantage on ability checks and attack rolls made against the giant. These effects last until the start of the giant's next turn.

Cunning Presence. An ally that starts is turn within 30 feet of this giant and can see and hear this giant can take the Dash, Disengage, or Hide action as a bonus action this turn, provided the giant isn't incapacitated.

Keen Smell. The giant has advantage on Wisdom (Perception) checks that rely on smell.

Innate Spellcasting. The giant's innate spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, without providing material components:

At will: *detect magic, fog cloud, light*
3/day each: *feather fall, fly, misty step, telekinesis*
1/day each: *control weather, gaseous form*

ACTIONS

Multiattack. The giant makes two morningstar attacks.

Morningstar. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) piercing damage. The attack deals an extra 17 (5d6) damage if the giant has advantage on the attack roll.

Rock. *Ranged Weapon Attack:* +13 to hit, reach 60/240 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage. The attack deals an extra 17 (5d6) damage if the giant has advantage on the attack roll.

REACTIONS

Misdirection. When the giant is targeted by an attack while a creature within 5 feet of it is granting it cover against that attack, it can have the attack target that creature instead.

Cloud Giant Wind Disciple

Due to where they live, some cloud giants have become natural wind disciples that have spent a lifetime mastering the martial arts combined with the power of the air elements. Armed with a few spells and its fists, the giant can harness the power of the wind and hit opponents with the force of a hundred punches.

Cloud Giant Wind Disciple

Huge giant, neutral good (50%) or neutral evil (50%)

Armor Class 16 (natural armor)
Hit Points 207 (18d12 + 90)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	20 (+5)	16 (+3)	16 (+3)	16 (+3)

Saving Throws Con +10, Dex +7, Wis +8, Cha +8
Skills Acrobatics +7, Athletics +12, Insight +8, Perception +8
Senses passive Perception 18
Languages Common, Giant
Challenge 13 (10,000 XP)

Evasion. If the giant is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the giant instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Keen Smell. The giant has advantage on Wisdom (Perception) checks that rely on smell.

Innate Spellcasting. The giant's innate spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, without providing material components:

At will: *detect magic, fog cloud, light*
3/day each: *feather fall, fly, gust of wind, hold person, misty step, telekinesis*
1/day each: *cone of cold, control weather, gaseous form*

Stunning Strike (3/Day). Once per turn, when the giant hits a creature with a melee weapon attack, it can force the creature to make a DC 16 Constitution saving throw or be stunned until the end of the creature's next turn.

Actions

Multiattack. The giant makes three unarmed strikes. It can use Giant Fist of the Unbroken Air in place of one unarmed strike, if available.

Unarmed Strike. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +12 to hit, reach 60/240 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

Giant Fist of Unbroken Air (3/Day, 1/Turn). The giant chooses a creature it can see within 60 feet of it and hits it with a blast of compressed air. The creature must make a DC 16 Strength saving throw. On a failed save, the creature takes 33 (6d10) bludgeoning damage, and is pushed up to 30 feet away and knocked prone. On a successful save, the creature takes half as much damage, and isn't pushed or knocked prone.

Fire Giant Champion of Surtur

Chosen and blessed for its undying fervor, the champion of Surtur swears to spread the flame of the fire god in the mortal plane. A towering hulk of armor and weapons, the champion's body has been infused with the fire of Surtur. Any creature that comes into contact with the champion is instantly burned, and any weapon that the champion touches is instantly imbued with the same fire burning in its body.

As with the teachings of Surtur, the champion ensures that all its enemies are cleansed with its fire, that even the tiniest remains are completely incinerated.

Fire Giant Champion of Surtur

Huge giant, lawful evil

Armor Class 18 (plate)
Hit Points 200 (16d12 + 96)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	9 (-1)	23 (+6)	10 (+0)	16 (+3)	14 (+2)

Saving Throws Con +11, Wis +8, Cha +7
Skills Athletics +13, Intimidation + 7, Perception +8
Damage Immunities fire
Senses passive Perception 18
Languages Giant
Challenge 14 (11,500 XP)

Heated Body. A creature that touches the giant or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

Indomitable (2/day). The giant can reroll a saving throw it fails. It must use the new roll.

Innate Spellcasting. The giant's innate spellcasting ability is Wisdom (spell save DC 16). The giant can innately cast the following spells, without providing material components:

2/day each: *dispel magic, fireball, shield*
1/day each: *conjure elemental (fire), wall of fire*

Actions

Multiattack. The giant makes two greatsword attacks. It can use Arcing Fireblade in place of one of these attacks, if available.

Greatsword. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 29 (6d6 + 8) slashing damage plus 10 (3d6) fire damage and if the target is not immune to fire, it gains vulnerability to fire until the end of the giant's next turn.

Rock. *Ranged Weapon Attack:* +13 to hit, reach 60/240 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage plus 10 (3d6) fire damage.

Arcing Fireblade (Recharge 5-6). The giant swings its greatsword in a full arc, and every creature within 10 feet of it must succeed on a DC 21 Dexterity saving throw. On a failed save, a creature takes 29 (6d6 + 8) slashing damage plus 10 (3d6) fire damage and if the target is not immune to fire, it gains vulnerability to fire damage until the end of the giant's next turn. On a successful save, the creature takes half as much damage and doesn't gain vulnerability to fire damage.

FIRE GIANT DOOMBLADE

Very rarely are there giants that show any affinity to arcane magic. But those that do normally become warlocks that make pacts with evil elder fire elementals such as Kossuth or Imix. Known as doomblades, these giants use an array of spells and hexes to weaken their foes before delivering death blows with a swift slash of their mighty swords.

FIRE GIANT DOOMBLADE

Huge giant, lawful evil

Armor Class 20 (plate, shield)
Hit Points 175 (14d12 + 84)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	23 (+6)	10 (+0)	14 (+2)	16 (+3)

Saving Throws Dex +3, Con +10, Cha +7
Skills Arcana + 4, Athletics +11, Perception +6
Damage Immunities fire
Senses passive Perception 16
Languages Giant
Challenge 12 (8,400 XP)

Spellcasting. The giant is an 11th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *create bonfire, eldritch blast, thunderclap, true strike*
1st level-5th level (3 5th-level slots): *blink, blur, dimension door, dispel magic, elemental weapon, hellish rebuke, hold monster, misty step, shield, staggering smite, wrathful smite*
1/day each: *true seeing*

Hexblade's Curse (Recharges after a Short or Long Rest). As a bonus action, the giant targets a creature it can see within 30 feet of it. The target is cursed for 1 minute. The curse ends early if the target dies, the giant dies, or it is incapacitated. Until the curse ends, the giant gains the following benefits:

- It deals an extra 3 damage on damage rolls against the cursed target.
- Any attack roll it makes against the cursed target is a critical hit on a roll of 19 or 20 on the d20.
- If the cursed target dies, the giant regains 14 hit points.

ACTIONS

Multiattack. The giant makes two longword attacks.

Longword. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) slashing damage plus 7 (2d6) fire damage.

Rock. *Ranged Weapon Attack:* +11 to hit, reach 60/240 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

REACTIONS

Armor of Hexes. When hit by an attack roll by a creature cursed by the giant's Hexblade's Curse, roll a d6. On a roll of 4 or higher, the attack instead misses the giant, regardless of its roll.

FIRE GIANT HOUNDMASTER

While fire giants rally their kin, the normally reclusive houndmaster charges into battle with an army of its own. The giant trains all hellhounds and nessian warhounds that it has captured. All hounds under its control are fiercely loyal and will quickly execute any command from the houndmaster.

FIRE GIANT HOUNDMASTER

Huge giant, lawful evil

Armor Class 15 (half plate)
Hit Points 175 (14d12 + 84)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	23 (+6)	10 (+0)	16 (+3)	13 (+1)

Saving Throws Dex +4, Con +10, Cha +5
Skills Animal Handling + 7, Athletics +11, Perception +7
Damage Immunities fire
Senses passive Perception 17
Languages Giant
Challenge 12 (8,400 XP)

Command Hound. As a bonus action, the giant targets one hound ally it can see within 30 feet of it. If the target can see or hear the giant, the target can use its reaction to move up to half their speed and make one melee attack.

Innate Spellcasting. The giant's innate spellcasting ability is Wisdom. The giant can innately cast the following spells, without providing material components:

3/day each: *hunter's mark*

ACTIONS

Multiattack. The giant makes two greatsword attacks. It can use Maneuver Hounds in place of one attack, if available.

Greatsword. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 28 (6d6 + 7) slashing damage.

Rock. *Ranged Weapon Attack:* +11 to hit, reach 60/240 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

Maneuver Hounds (Recharge 5-6). Up to four hound allies within 60 feet of this giant that can hear it can each use their reaction to move up to half their speed without provoking opportunity attacks.

Summon Hounds (Recharges after a Short or Long Rest). The giant summons 1d4 + 2 hellhounds or 1d2 nessian warhounds. The hellhounds appear in unoccupied spaces within 30 feet of the giant and acts as its allies. The hellhounds act right after the giant on the same initiative count and fight until they're destroyed. They disappear when the giant dies.

FIRE GIANT VANGUARD

A fire giant vanguard is a fearsome figure to behold. Terrifying spikes protrude from its gruesome plate armor and shield, which is stained with the blood of its numerous victims. In battle, the giant always leads the attack, aiming to take the enemy forces' attention away from its more vulnerable allies.

FIRE GIANT VANGUARD

Huge giant, lawful evil

Armor Class 20 (plate, shield)
Hit Points 202 (15d12 + 105)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	9 (-1)	24 (+7)	10 (+0)	14 (+2)	13 (+1)

Saving Throws Dex +4, Con +12, Cha +6
Skills Athletics +13, Intimidation +6, Perception +7
Damage Immunities fire
Senses passive Perception 17
Languages Giant
Challenge 13 (10,000 XP)

Indomitable (2/Day). The giant rerolls a failed save. It must use the new roll.

Punish the Marked (1/Turn). As a bonus action, the giant can make a melee weapon attack against a creature marked by it if the creature dealt damage to anyone other than the giant during the last turn. The giant's melee weapon attack has advantage on the attack roll, and if it hits, the attack's weapon deals an extra 10 (3d6) damage to the target.

Threatening. Creatures provoke an opportunity attack from the giant when they move 5 feet or more while within the giant's reach, and if the giant hits a creature with an opportunity attack, the target's speed is reduced to 0 until the end of the current turn.

ACTIONS

Multiattack. The giant makes three longword attacks.

Longword. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) slashing damage, and the target is marked until the end of the giant's next turn. This effect ends early if the giant is incapacitated or it dies, or if someone else marks the target. While it is within 5 feet of the giant, a creature marked by the giant has disadvantage on any attack roll that doesn't target the giant.

REACTIONS

Parry. The giant adds 4 to its AC against one melee attack that would hit it. To do so, the giant must see the attacker and be wielding a melee weapon.

FROST GIANT BERSERKER

The berserker lives for battle, and it does not stop until all its enemies are dead. Clad in leather and patchwork armor, berserkers are incredibly reckless, charging into the fray without care. One swing of its enormous greataxe can take cleave through a dozen men, and those not within reach are crushed by the rocks it hurls in its frenzy.

FROST GIANT BERSERKER

Huge giant, chaotic evil

Armor Class 15 (patchwork armor)
Hit Points 149 (13d12 + 65)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	21 (+5)	9 (-1)	10 (+0)	12 (+1)

Saving Throws Con +10, Wis +4, Cha +5
Skills Athletics +11, Perception +4
Damage Immunities cold
Senses passive Perception 14
Languages Giant
Challenge 9 (5,000 XP)

Reckless. At the start of its turn, the giant can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Multiattack. The giant makes two greataxe attacks. It can use Cleaving Swing in place of one of its greataxe attacks, if available.

Greataxe. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 26 (3d12 + 7) slashing damage.

Rock. *Ranged Weapon Attack:* +11 to hit, reach 60/240 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

Cleaving Swing (Recharges 5-6). The giant swings its greataxe, and each creature within 10 feet of it must succeed on a DC 19 Dexterity saving throw. The creature takes 26 (3d12 + 7) slashing damage on a failed save, or half as much damage on a successful one.

Frost Giant Champion of Kostchtchie

The champion of Kostchtchie is chosen by its deity to be the embodiment of its wrath in the Material Plane. The champion, fueled by the wrath of Kostchtchie, displays a manic look in its eyes as expecting a battle to happen soon. The skin of the champion is cold to the touch, and any creature caught in its breath is instantly frozen.

Frost Giant Champion of Kostchtchie

Huge giant, chaotic evil

Armor Class 15 (patchwork armor)
Hit Points 175 (14d12 + 84)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	22 (+6)	9 (-1)	10 (+0)	15 (+2)

Saving Throws Con +10, Wis +4, Cha +6
Skills Athletics +11, Intimidation + 6, Perception +4
Damage Immunities cold
Senses passive Perception 14
Languages Giant
Challenge 12 (8,400 XP)

Frenzy. The giant can use a bonus action to make one melee weapon attack.

Indomitable (2/day). The giant can reroll a saving throw it fails. It must use the new roll.

Innate Spellcasting. The giant's innate spellcasting ability is Charisma (spell save DC 14). The giant can innately cast the following spells, without providing material components:

3/day each: *command, darkness*
1/day: *telekinesis, wind walk*

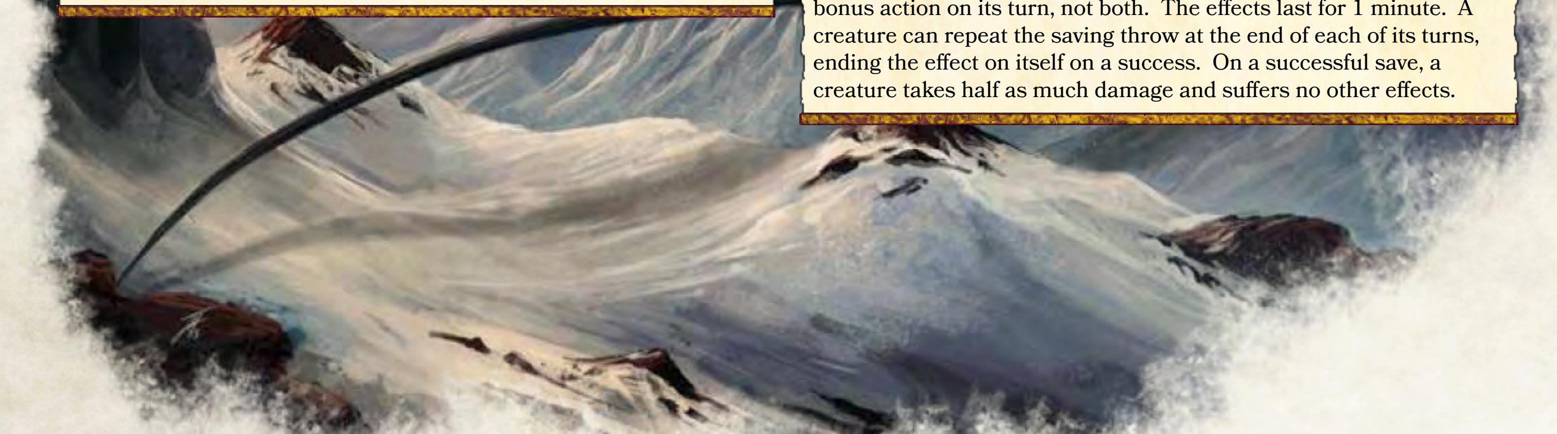
Frost Burst (Recharge 5-6). When the giant hits a creature with a melee attack, it can use a bonus action to emit a burst of cold that deals 10 (3d6) cold damage to each creature within 20 feet of it.

Actions

Multiattack. The giant makes two maul attacks.

Maul. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 28 (6d6 + 7) bludgeoning damage. If the target is a creature and the attack roll against the target succeeds by 5 or more, the target must succeed on a DC 20 Constitution saving throw or be stunned until the end of its next turn.

Rock. *Ranged Weapon Attack:* +11 to hit, reach 60/240 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.



Frost Giant Champion of Thrym

The champion of Thrym inherits its deity's cold will. The skin of the champion turn a darker shade of blue, and the area around the giant becomes constantly enveloped in a frigid aura. The champion also gains the ability to cast spells from its fingertips which it uses to slow and freeze its enemies. In honor of Thrym, the champion also brandishes a double-bladed greataxe, which it can swing with incredible strength and ferocity in battle.

Frost Giant Champion of Thrym

Huge giant, chaotic evil

Armor Class 15 (patchwork armor)
Hit Points 187 (15d12 + 90)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	22 (+6)	10 (+0)	12 (+1)	16 (+3)

Saving Throws Con +11, Wis +6, Cha +8
Skills Athletics +12, Intimidation + 8, Perception +6
Damage Immunities cold
Senses passive Perception 16
Languages Giant
Challenge 13 (10,000 XP)

Aura of Frost. A creature that starts its turn within 5 feet of the giant takes 7 (2d6) cold damage.

Indomitable (2/day). The giant can reroll a saving throw it fails. It must use the new roll.

Innate Spellcasting. The giant's innate spellcasting ability is Charisma (spell save DC 16). The giant can innately cast the following spells, without providing material components:

2/day each: *dispel magic, sleet storm*
1/day each: *wall of ice*

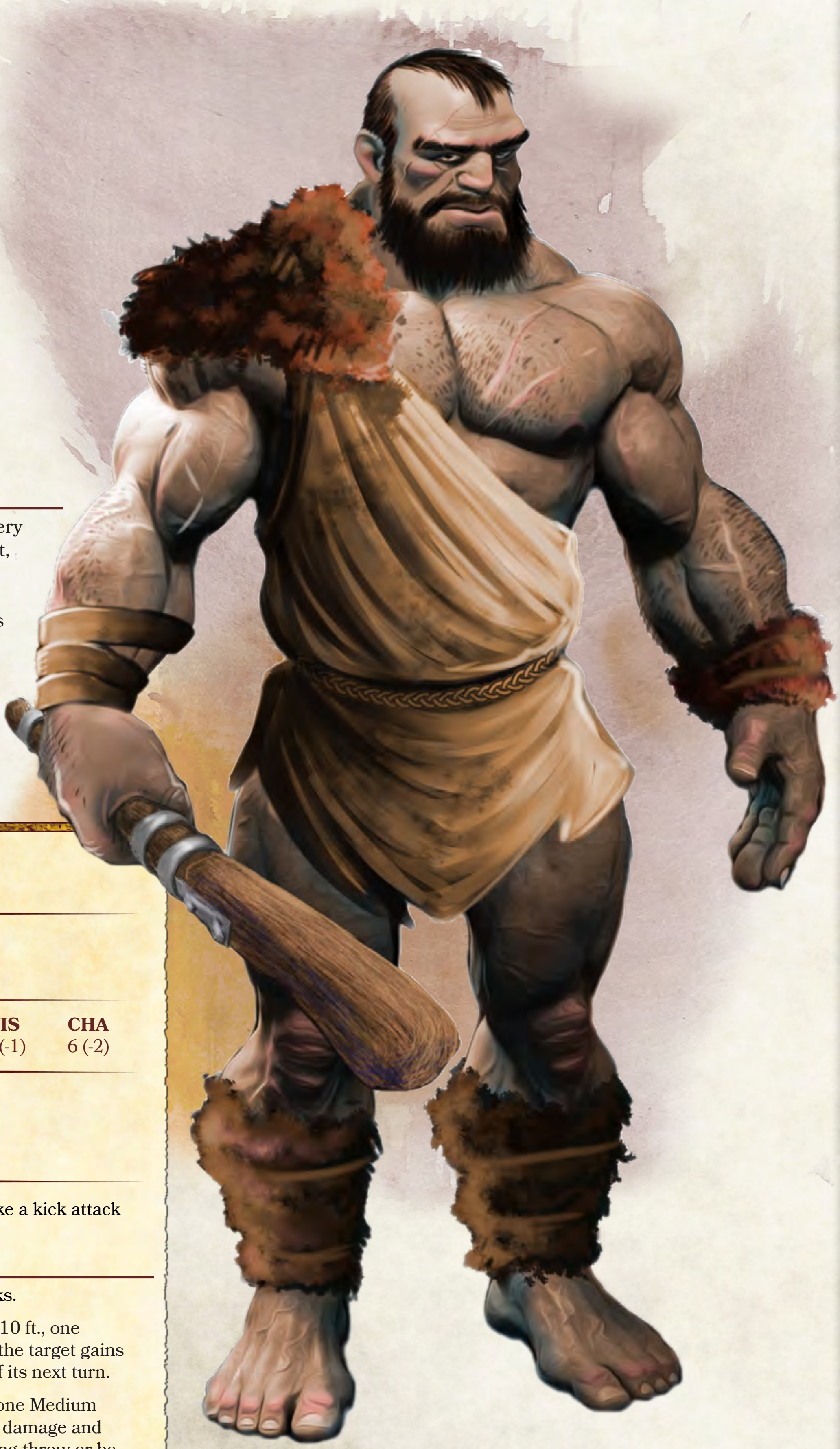
Actions

Multiattack. The giant makes two greataxe attacks.

Greataxe. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 26 (3d12 + 7) slashing damage plus 10 (3d6) cold damage. If the target is a creature, its speed is halved, it can't take reactions, and it can take either an action or a bonus action on its turn, not both. The effects last until the start of the giant's next turn.

Rock. *Ranged Weapon Attack:* +12 to hit, reach 60/240 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage plus 10 (3d6) cold damage.

Freezing Breath (Recharge 6). The giant breathes cold in a 30-foot cone. Each creature in that area must succeed on a DC 19 Constitution saving throw. On a failed save, a creature takes 54 (12d8) cold damage and if the target is not immune to cold, its speed is halved, it can't take reactions, and it can take either an action or a bonus action on its turn, not both. The effects last for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, a creature takes half as much damage and suffers no other effects.



HILL GIANT BRUISER

Hill giant bruisers are brutish bullies that are very accustomed to fighting creatures smaller than it, carrying themselves with a confident swagger when faced with the smaller enemies. Veterans at using underhanded tactics, bruisers will throw everything from rocks, sand, and even small creatures just to distract opponents. These giants also follow the standard doctrine of giant combat, which is to rain down boulders to soften the target before engaging in melee.

HILL GIANT BRUISER

Huge giant, chaotic evil

Armor Class 13 (natural armor)
Hit Points 115 (11d12 + 44)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	19 (+4)	5 (-3)	9 (-1)	6 (-2)

Skills Perception +2
Senses passive Perception 12
Languages Giant
Challenge 6 (2,300 XP)

Overbearing. As a bonus action, the giant can make a kick attack against a creature that is Medium or smaller.

ACTIONS

Multiattack. The giant makes two greatclub attacks.

Greatclub. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage and the target gains disadvantage on its next attack roll until the end of its next turn.

Kick. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one Medium or smaller creature. *Hit:* 12 (2d6 + 5) bludgeoning damage and the target must succeed on a DC 16 Strength saving throw or be knocked prone.

Rock. *Ranged Weapon Attack:* +8 to hit, reach 60/240 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage.

HILL GIANT CHAMPION OF GROLANTOR

The champion of Grolantor inherits its deity's hunger for battle and gluttony. The champion is regarded as the leader of its tribe, although the only thing it does is bully its underlings for more food, forcing to raid nearby settlements. When it does step out of its comfort zone, it fights with vicious, crazed ferocity worthy of carrying the torch of Grolantor. The champion's fervor in battle is driven by a singular mission – that is to prove that its deity Grolantor is the strongest among all giants and that everything smaller than itself is food to be consumed or crushed.

HILL GIANT CHAMPION OF GROLANTOR

Huge giant, chaotic evil

Armor Class 13 (natural armor)
Hit Points 172 (15d12 + 75)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	8 (-1)	21 (+5)	5 (-3)	9 (-1)	7 (-2)

Skills Perception +3
Senses passive Perception 13
Languages Giant
Challenge 10 (5,900 XP)

Crush the Weak. Large or smaller creatures have disadvantage on saving throws made against the giant's attacks.

Indomitable (1/day). The giant can reroll a saving throw it fails. It must use the new roll.

ACTIONS

Multiattack. The giant makes two greatclub attacks. It can use Ground Smash, Slam, or Slam Foe in place of one of its greatclub attacks, if available.

Greatclub. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage. If the target is a Large or smaller creature, it must succeed on a DC 19 Strength saving throw or be knocked prone.

Slam. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one Medium or smaller target. *Hit:* 12 (2d4 + 7) bludgeoning damage and the target is grappled (escape DC 17) and restrained until the grapple ends, and the giant can't use Slam on another target. It can only grapple up to one target at a time.

Slam Foe. The giant slams a creature grappled by it into another creature it can see within 5 feet of it or a solid surface. Each creature must succeed on a DC 19 Strength saving throw or take 20 (3d8 + 7) bludgeoning damage and be stunned until the end of the giant's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

Rock. *Ranged Weapon Attack:* +11 to hit, reach 60/240 ft., one target. *Hit:* 23 (3d10 + 7) bludgeoning damage.

Ground Smash (Recharge 5-6). The giant slams the ground, triggering an earth tremor and violently pelting the area around it with debris. All creatures on the ground within 15 feet of the giant must succeed on a DC 19 Strength saving throw, taking 20 (3d8 + 7) bludgeoning damage and is knocked prone on a failed save, or half as much damage and isn't knocked prone on a successful one.

HILL GIANT SHAMAN OF OGRÉMOCH

Hill giant shamans of Ogrémoch are savage druids that draw their power from the evil elder elemental of Earth. As a gift from Ogrémoch, enemies fought by the shaman that stand on earthen surfaces find themselves either suddenly getting stuck in mud or unbalanced from the inexplicable shifting earth beneath them.

HILL GIANT SHAMAN OF OGRÉMOCH

Huge giant, chaotic evil

Armor Class 13 (natural armor)
Hit Points 157 (15d12 + 60)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	19 (+4)	6 (-2)	15 (+2)	7 (-2)

Skills Perception +6
Senses passive Perception 16
Languages Giant
Challenge 9 (5,000 XP)

Spellcasting. The giant is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft, guidance, mending, produce flame*
1st level (4 slots): *healing word, jump, thunderwave*
2nd level (3 slots): *beast sense, heat metal, spike growth, spider climb*
3rd level (3 slots): *erupting earth, dispel magic, lightning bolt, meld into stone*
4th level (3 slots): *ice storm, stone shape, stoneskin*
5th level (1 slot): *insect plague, passwall, wall of stone*

Earthbound Superiority (3/day). The giant has advantage on attack rolls made against targets that are touching the earth. In addition, creatures that are touching the earth have disadvantage on saving throws made against spells cast by the giant.

ACTIONS

Multiattack. The giant makes two greatclub attacks.

Greatclub. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +9 to hit, reach 60/240 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage.

STONE GIANT SKIRMISHER

Stone giant skirmishers serve behind the front lines of a stone giant war party. Incredibly agile and nimble, skirmishers use a combination of stealth and speed to close the distance between its opponents or retreat behind cover. These stone giants are master spear and rock throwers, hitting vital points with cruel accuracy.

STONE GIANT SKIRMISHER

Huge giant, neutral

Armor Class 17 (natural armor)
Hit Points 138 (12d12 + 60)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	20 (+5)	10 (+0)	12 (+1)	9 (-1)

Saving Throws Dex +6, Con +8, Wis +4
Skills Athletics +9, Perception +4
Senses passive Perception 14
Languages Giant
Challenge 8 (3,900 XP)

Lightfooted. The giant can take the Dash or Disengage action as a bonus action on each of its turns.

Skirmish Advantage. The giant gains advantage on the first attack roll of its turn if it has moved to a space at least 15 feet from the space it occupied at the start of its turn.

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Multiattack. The giant makes two spear attacks.

Spear. *Melee or Ranged Weapon Attack:* +9 to hit, reach 15 ft. or range 60/180 ft., one target. *Hit:* 16 (3d6 + 6) piercing damage, or 19 (3d8 + 6) piercing damage if used with two hands to make a melee attack.

Rock. *Ranged Weapon Attack:* +9 to hit, range 60/240 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

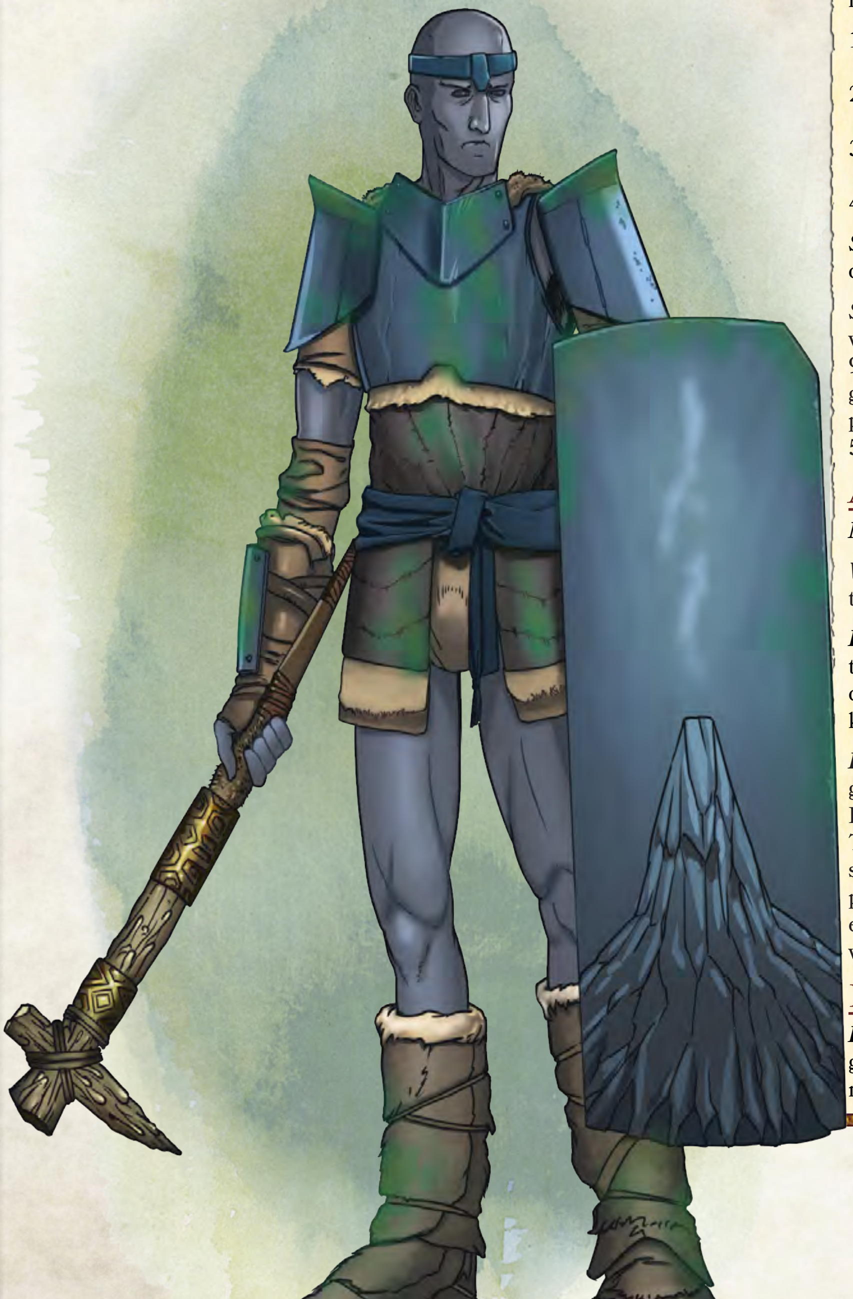
REACTIONS

Rock Catching. If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

Skirmisher. When an enemy the giant can see ends its turn within 5 feet of it, the giant can move up to half its speed. This movement doesn't provoke opportunity attacks.

Stone Giant Warden

As its title suggests, the normally solitary stone giant warden is a fierce guardian that serve to defend its territory. In the event of intruders, a warden can summon earthen pseudopods from the ground to hold and entagle its targets.



Stone Giant Warden

Huge giant, neutral

Armor Class 19 (natural armor, shield)
Hit Points 184 (16d12 + 80)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	15 (+2)	20 (+5)	10 (+0)	12 (+1)	16 (+3)

Saving Throws Dex +6, Con +9, Wis +5, Cha +7
Skills Athletics +11, Perception +5
Senses passive Perception 15
Languages Giant
Challenge 11 (7,200 XP)

Spellcasting. The giant is an 13th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It has the following paladin spells prepared:

1st level (4 slots): *compelled duel, cure wounds, ensnaring strike, wrathful smite, speak with animals*
2nd level (3 slots): *aid, branding smite, magic weapon, moonbeam, misty step*
3rd level (3 slots): *crusader's mantle, dispel magic, plant growth, protection from energy*
4th level (1 slot): *ice storm, staggering smite, stoneskin*

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Smite (1/Turn). As a bonus action, when the giant hits a creature with a weapon attack, it can expend a 1st level spell slot to deal 9 (2d8) radiant (good) or poison (evil) damage to the target. If the giant expends a spell slot of 2nd level or higher, the extra radiant or poison damage increases by 1d8 for each level above 1st (maximum 5d8).

Actions

Multiattack. The giant makes two warhammer attacks.

Warhammer. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +11 to hit, range 60/240 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 19 Strength saving throw or be knocked prone.

Earth's Wrath (Recharges after a Short or Long Rest). The giant chooses up to three creatures within 30 feet of it it can see. Earthen pseudopods rise from the ground and grab at the target. The creature must succeed on a DC 15 Strength or Dexterity saving throw (its choice) or be restrained. While restrained by the pseudopods, the creature repeats the saving throw at the end of each of its turns. On a success, it frees itself and the pseudopods vanish.

Reactions

Rock Catching. If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

Stone Giant Thane

The stone giant thane is the traditional ruler of all stone giant kind. It lives deep in its underground stone fortress and is always surrounded by its fiercest stone giant wardens and shamans. It doesn't really need them, as the stone giant thane is a fearsome warrior that can draw arcane power from the earth.

Stone Giant Thane

Huge giant, neutral

Armor Class 18 (natural armor)
Hit Points 195 (17d12 + 85)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	15 (+2)	20 (+5)	10 (+0)	17 (+3)	14 (+2)

Saving Throws Dex +7, Con +10, Wis +8, Cha +7
Skills Athletics +12, Perception +8
Senses passive Perception 18
Languages Giant
Challenge 13 (7,200 XP)

Innate Spellcasting. The giant's innate spellcasting ability is Wisdom (spell save DC 16). The giant can innately cast the following spells, without providing material components:

3/day each: *erupting earth, meld into stone, stone shape*
1/day each: *bones of the earth, stoneskin, wall of stone*

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Actions

Multiattack. The giant makes two maul attacks.

Maul. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 26 (3d12 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be knocked prone. If a target's saving throw fails by 5 or more, the creature is also stunned until the end of its next turn.

Rock. *Ranged Weapon Attack:* +12 to hit, range 60/240 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be knocked prone.

Legendary Actions

The giant can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The giant regains spent legendary actions at the start of its turn.

Move. The giant moves up to half its speed.
Direct Ally (Costs 2 Actions). The giant targets one ally it can see within 30 feet of it. If the target can see and hear the giant, the target can use its reaction to move up to half its speed and make one weapon attack.
Maul (Costs 2 Actions). The giant makes a maul attack.
Cast a Spell (Costs 3 Actions). The giant casts a spell from its list of innate spells, using a spell slot as normal.

Reactions

Rock Catching. If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

Storm Giant Blackguard

The once noble storm giant paladin that has strayed into the path of evil or tempted by an archdevil, the blackguard is a creature of absolute malevolence, seeking to subjugate everything - even other giants.

Storm Giant Blackguard

Huge giant, chaotic evil

Armor Class 17 (half plate)
Hit Points 275 (22d12 + 132)
Speed 50 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	14 (+2)	22 (+6)	17 (+3)	18 (+4)	20 (+5)

Saving Throws Str +15, Con +12, Wis +10, Cha +11
Skills Arcana +9 Athletics +15, History +9, Perception +10
Damage Resistances cold
Damage Immunities lightning, thunder
Senses passive Perception 20
Languages Giant
Challenge 17 (18,000 XP)

Amphibious. *The giant can breathe air and water.*

Aura of Conquest. If the giant isn't incapacitated, a creature frightened of the giant that starts its turn within 30 feet of the giant takes 10 (3d6) psychic damage and has its speed is reduced to 0.

Innate Spellcasting. The giant's innate spellcasting ability is Charisma (spell save DC 19). It can innately cast the following spells, without providing material components:

At will: *detect magic, feather fall, levitate, light*
3/day each: *control weather, water breathing*

Spellcasting. The giant is an 17th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). It has the following paladin spells prepared:

1st level (4 slots): *armor of Agathys, command, compelled duel, detect evil and good, wrathful smite*
2nd level (3 slots): *branding smite, hold person, magic weapon, spiritual weapon*
3rd level (3 slots): *bestow curse, blinding smite, dispel magic, fear*
4th level (3 slots): *banishment, death ward, dominate beast, stoneskin*
5th level (1 slot): *cloudkill, destructive wave, dominate person, geas*

Smite (1/Turn). As a bonus action, when the giant hits a creature with a weapon attack, it can expend a 1st level spell slot to deal 9 (2d8) lightning or necrotic damage to the target. If the giant expends a spell slot of 2nd level or higher, the extra lightning or necrotic damage increases by 1d8 for each level above 1st (maximum 5d8).

Actions

Multiattack. The giant makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 30 (6d6 + 9) slashing damage plus 9 (2d8) lightning damage. If the target is a creature, it must succeed on a DC 18 Wisdom saving throw or be frightened until the end of its next turn.

Rock. *Ranged Weapon Attack:* +15 to hit, range 60/240 ft., one target. *Hit:* 35 (4d12 + 9) bludgeoning damage.

Lightning Strike (Recharge 5-6). The giant hurls a magical lightning bolt at a point it can see within 500 feet of it. Each creature within 10 feet of that point must make a DC 19 Dexterity saving throw, taking 63 (14d8) lightning damage on a failed save, or half as much damage on a successful one.

Storm Giant War Caster

The storm giant war caster is master of both martial and arcane arts. Toughened by years of training and battle, the storm giant can concentrate on maintaining spells better than most mages. Good storm giant war casters usually have good diplomatic ties with good-aligned kingdoms and societies and maintain trade agreements with them. Evil storm giant war casters are solitary and scheme within their floating castles atop stormy clouds that are guarded by evil cloud giants.

Storm Giant War Caster

Huge giant, chaotic good (50%) or chaotic evil (50%)

Armor Class 16 (scale mail)
Hit Points 253 (22d12 + 110)
Speed 50 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	14 (+2)	20 (+5)	17 (+3)	18 (+4)	18 (+4)

Saving Throws Str +14, Con +10, Wis +9, Cha +9
Skills Arcana +8 Athletics +14, History +8, Perception +9
Damage Resistances cold
Damage Immunities lightning, thunder
Senses passive Perception 19
Languages Giant
Challenge 15 (13,000 XP)

Amphibious. *The giant can breathe air and water.*

Battle Concentration. The giant has advantage on Constitution saving throws that it makes to maintain concentration on a spell when it takes damage.

Innate Spellcasting. The giant's innate spellcasting ability is Charisma (spell save DC 17). It can innately cast the following spells, without providing material components:

At will: *detect magic, feather fall, gust of wind, levitate, light*
3/day each: *call lightning, control weather, lightning bolt, tidal wave, water breathing*

War Magic. When the giant uses its action to cast a spell, it can make one greatsword attack as a bonus action.

Actions

Multiattack. The giant makes two greatsword attacks or two longbow attacks. If it is available, it can use Lightning Strike in place of one of these attacks.

Greatsword. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 30 (6d6 + 9) slashing damage. If the target is a creature, it must succeed on a DC 18 Wisdom saving throw or be frightened until the end of its next turn.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 15 (3d8 + 2) piercing damage plus 9 (2d8) lightning damage.

Rock. *Ranged Weapon Attack:* +14 to hit, range 60/240 ft., one target. *Hit:* 35 (4d12 + 9) bludgeoning damage.

Lightning Strike (Recharge 5-6). The giant hurls a magical lightning bolt at a point it can see within 500 feet of it. Each creature within 10 feet of that point must make a DC 17 Dexterity saving throw, taking 63 (14d8) lightning damage on a failed save, or half as much damage on a successful one.

Giffs

Giff Captain

Giff captains are squad leaders in a unit of giffs. These decorated veterans gain their rank through decisive victories and their ability to make tactical decisions in combat. Using their improved battlefield awareness, giff captains can command and maneuver their fellow giffs to ensure that any skirmish tips in their favor.

Giff Captain

Medium humanoid, lawful neutral

Armor Class 16 (breastplate)
Hit Points 102 (12d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	12 (+1)	12 (+1)	12 (+1)

Saving Throws Str +8, Dex +5, Con +7
Skills Perception +4
Senses passive Perception 14
Languages Common
Challenge 5 (1,800 XP)

Headfirst Charge. The giff can try to knock a creature over; if the giff moves at least 20 feet in a straight line that ends with in 5 feet of a Large or smaller creature, that creature must succeed on a DC 15 Strength saving throw or take 7 (2d6) bludgeoning damage and be knocked prone.

Firearms Knowledge. The giff's mastery of its weapons enables it to ignore the loading property of muskets and pistols.

Actions

Multiattack. The giff makes three longsword attacks or three pistol attacks. It can use Command, Maneuver Allies, or Fragmentation Grenade in place of one of these attacks.

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands.

Musket. *Ranged Weapon Attack:* +5 to hit, range 40/120 ft., one target. *Hit:* 8 (1d12 + 2) piercing damage.

Pistol. *Ranged Weapon Attack:* +5 to hit, range 30/90 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Command. The giff targets one ally it can see within 30 feet of it. If the target can see and hear the giff, the target can make one weapon attack as a reaction.

Maneuver Allies (Recharge 5-6). Up to four allies within 60 feet of this giff that can hear it can each use their reaction to move up to half their speed without provoking opportunity attacks.

Fragmentation Grenade (1/day). The giff throws a grenade up to 60 feet. Each creature within 20 feet of the grenade's detonation must make a DC 15 Dexterity saving throw, taking 17 (5d6) piercing damage on a failed save, or half as much damage on a successful one.

Giff Sharpshooter

Giff sharpshooters are eagle-eyed gunmen that are unmatched with their use of their muskets and pistols. While all giffs are adept marksmen, sharpshooters have a higher than normal aptitude for shooting.

Sharpshooters are armed with their standard musket and pair of pistols. They also carry a longsword in case the battle comes too close to their location.

Giff Sharpshooter

Medium humanoid, lawful neutral

Armor Class 15 (studded leather)
Hit Points 75 (10d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	17 (+3)	11 (+0)	12 (+1)	12 (+1)

Skills Perception +3
Senses passive Perception 13
Languages Common
Challenge 4 (1,100 XP)

Headfirst Charge. The giff can try to knock a creature over; if the giff moves at least 20 feet in a straight line that ends with in 5 feet of a Large or smaller creature, that creature must succeed on a DC 14 Strength saving throw or take 7 (2d6) bludgeoning damage and be knocked prone.

Firearms Knowledge. The giff's mastery of its weapons enables it to ignore the loading property of muskets and pistols.

Sharpshooter. The giff's ranged weapon attacks ignore half cover and three-quarters cover and attacking at long range doesn't impose disadvantage on the giff's ranged weapon attack rolls.

Steady Aim (3/Day). As a bonus action, the giff takes careful aim at a creature it can see within range of its ranged weapon. Until the end of its turn, the giff deals an an extra 10 (3d6) damage with each of its ranged weapon attacks against the target.

Actions

Multiattack. The giff makes two pistol attacks.

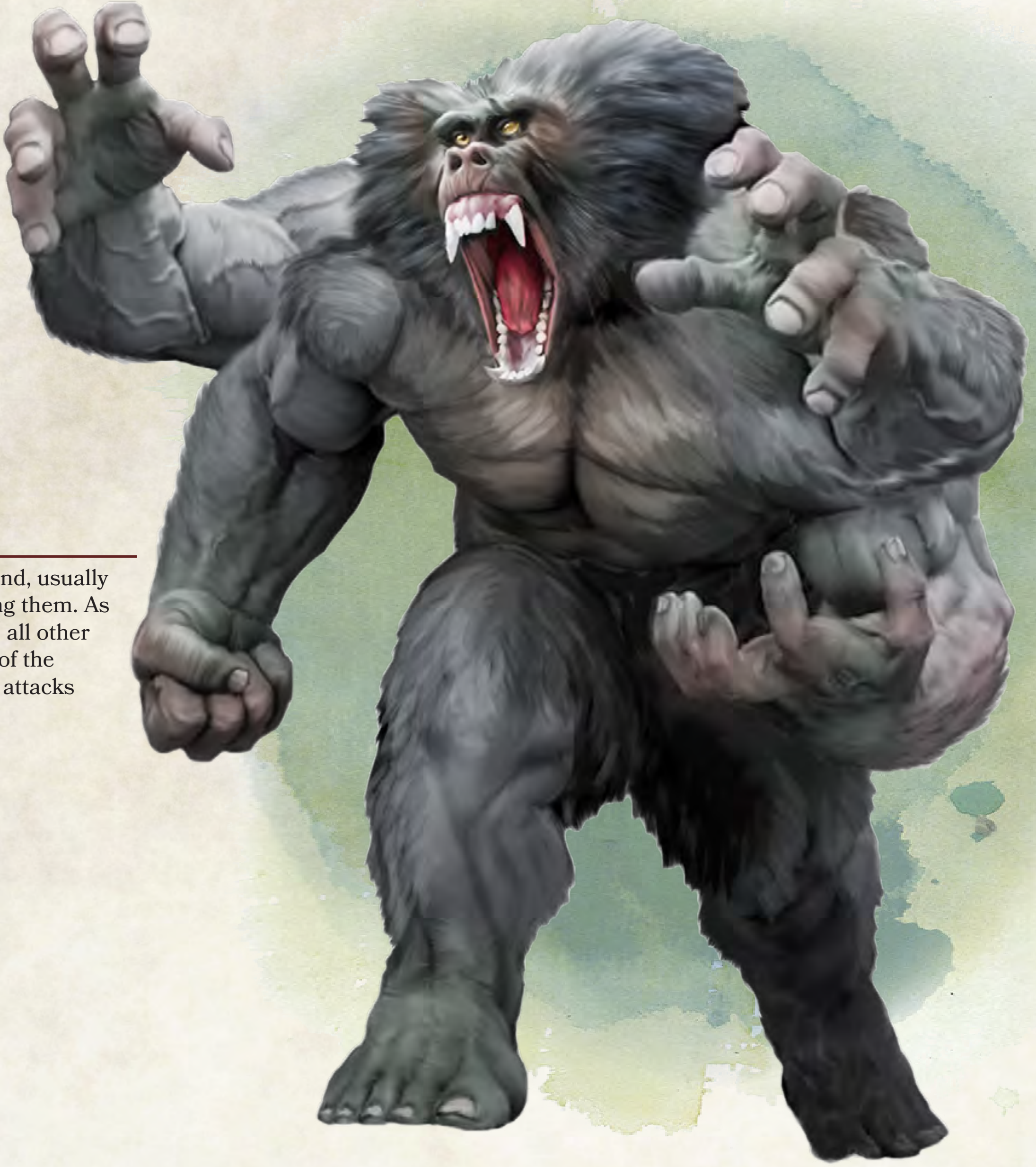
Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Musket. *Ranged Weapon Attack:* +5 to hit, range 40/120 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage.

Pistol. *Ranged Weapon Attack:* +5 to hit, range 30/90 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Fragmentation Grenade (1/day). The giff throws a grenade up to 60 feet. Each creature within 20 feet of the grenade's detonation must make a DC 15 Dexterity saving throw, taking 17 (5d6) piercing damage on a failed save, or half as much damage on a successful one.

GIRALLONS



GIRALLON ALPHA

Alphas are the dominant girallon of its band, usually the oldest, largest, and most savage among them. As the most experienced warrior and hunter, all other girallon follow and study the movements of the alpha, learning how to strike coordinated attacks with their leader.

GIRALLON ALPHA

Huge monstrosity, unaligned

Armor Class 15 (natural armor)
Hit Points 184 (16d12 + 80)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	16 (+3)	20 (+5)	5 (-3)	14 (+2)	8 (-1)

Skills Perception +6, Stealth +7
Senses darkvision 60 ft., passive Perception 16
Languages —
Challenge 10 (5,900 XP)

Aggressive. As a bonus action, the girallon can move up to its speed toward a hostile creature that it can see.

Pack Tactics. The girallon has advantage on an attack roll against a creature if at least one of the girallon's allies is within 5 feet of the creature and the ally isn't incapacitated.

Packmaster. A girallon ally that starts its turn within 30 feet of this girallon that can see or hear this girallon gains Pack Tactics until the start of its next turn, provided this girallon isn't incapacitated.

Keen Smell. The girallon has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The girallon makes five attacks: one with its bite and four with its claws. It can use Body Slam in place of two claw attacks.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage. If the target is Large or smaller, it is grappled (escape DC 17) and restrained until the grapple ends. Until this grapple ends, the target is restrained, and the girallon can't use one of its claws on another target. A girallon can grapple up to two Large targets, one Large and two Medium targets, or four Medium or smaller targets.

Body Slam. The girallon slams creatures grappled by it into each other or a solid surface. Each creature must succeed on a DC 19 Strength saving throw or take 21 (4d6 + 7) bludgeoning damage and be stunned until the end of the girallon's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

Girallon Berserker

Large monstrosity, unaligned

Armor Class 14 (natural armor)
Hit Points 76 (9d10 + 27)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	16 (+3)	5 (-3)	12 (+1)	7 (-2)

Skills Perception +4, Stealth +6
Senses darkvision 60 ft., passive Perception 14
Languages —
Challenge 5 (1,800 XP)

Aggressive. As a bonus action, the girallon can move up to its speed toward a hostile creature that it can see.

Keen Smell. The girallon has advantage on Wisdom (Perception) checks that rely on smell.

Reckless. At the start of its turn, the girallon can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

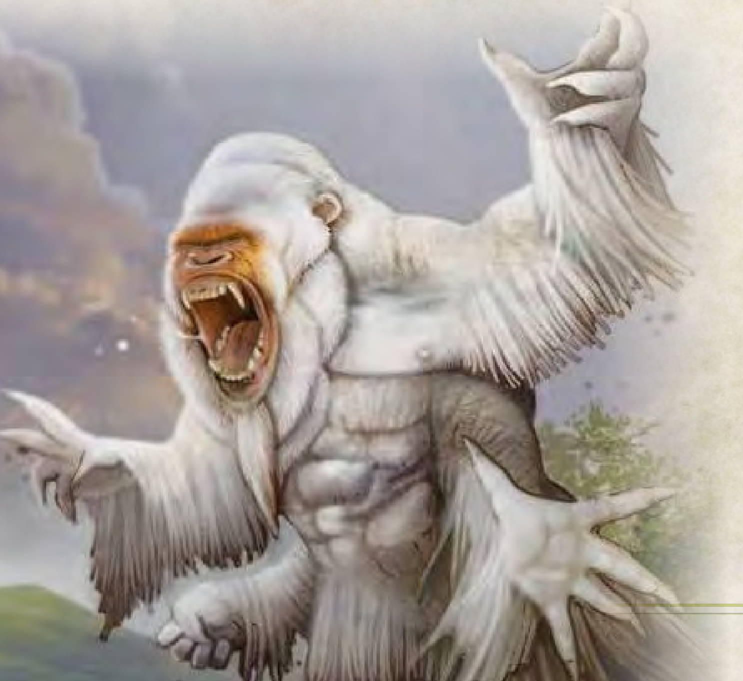
Actions

Multiattack. The girallon makes five attacks: one with its bite and four with its claws. It can use Body Slam in place of two claw attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage. If the target is Medium or smaller, it is grappled (escape DC 15) and restrained until the grapple ends. Until this grapple ends, the target is restrained, and the girallon can't use one of its claws on another target. A girallon can grapple up to two targets.

Body Slam. The girallon slams creatures grappled by it into each other or a solid surface. Each creature must succeed on a DC 16 Strength saving throw or take 12 (2d6 + 5) bludgeoning damage and be stunned until the end of the girallon's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.



Girallon of Xvim

Large monstrosity, lawful evil

Armor Class 14 (natural armor)
Hit Points 66 (7d10 + 28)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	5 (-3)	12 (+1)	14 (+2)

Skills Perception +4, Stealth +6
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities frightened, poisoned
Senses darkvision 60 ft., passive Perception 14
Languages —
Challenge 6 (2,300 XP)

Aggressive. As a bonus action, the girallon can move up to its speed toward a hostile creature that it can see.

Keen Smell. The girallon has advantage on Wisdom (Perception) checks that rely on smell.

Smite Good (3/day). As a bonus action, the girallon deals an extra 9 (2d8) necrotic damage when it hits a good-aligned target with a weapon attack.

Actions

Multiattack. The girallon makes five attacks: one with its bite and four with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

Frightful Presence. Each creature of the girallon's choice that is within 30 feet of the girallon and aware of it must succeed on a DC 13 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the girallon's Frightful Presence for the next 24 hours.

Girallon Berserker

A berserker is an aggressive girallon that will attack anything encroaching its territory. When provoked, a berserker will rush headlong into battle and use its four muscular arms to slash and grab its victims. While girallons bear no weapons, intruders know better than to be within reach of its arms, as the girallon’s steel-like grip offers almost no escape, and will usually end with an earth-shattering slam to the ground if caught.

Girallon of Xvim

As with all beasts of Xvim, this girallon is abnormally stronger, fiercer, and more malevolent than the rest of its kind. It roams forests in solitude, attacking and killing anything that intrudes its territory with a sinister glee, including other girallon. Its eyes glow and burn in the dark and its once majestic white fur is now caked with dried blood from years of slaughter.

Githyanki

Githyanki Captain

Githyanki captains are veteran soldiers that lead its war party into raids. They give strategic commands to their allies and are able to manuever them in advantageous positions with ease.

Captains can usually be found maneuvering their units while aboard its astral vessel, or in combat sitting on the back of a red dragon.

Githyanki Captain

Medium humanoid, lawful evil

Armor Class 17 (half plate)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	13 (+1)	14 (+2)	12 (+1)

Saving Throws Con +5, Int +4, Wis +5
Senses passive Perception 12
Languages Gith
Challenge 5 (1,800 XP)

Innate Spellcasting (Psionics). The githyanki's innate spellcasting ability is Intelligence. It can innately cast the following spells, requiring no components:

At will: *mage hand* (the hand is invisible)
3/day each: *jump, misty step, nondetection (self only)*

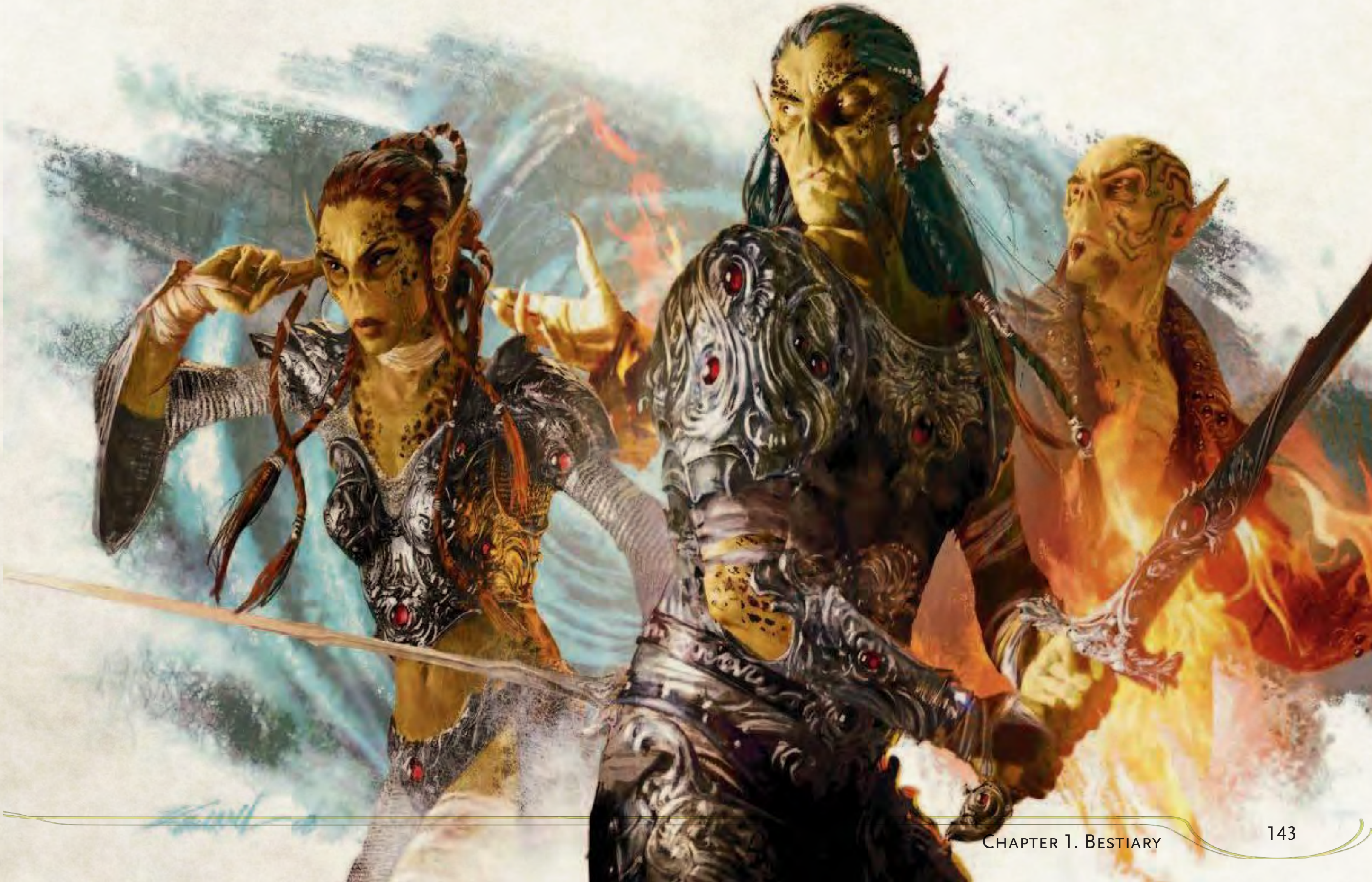
Actions

Multiattack. The githyanki makes two greatsword attacks. It can use Command or Maneuver Allies in place of one of these attacks.

Greatsword. *Melee Weapon Attack:* +6 to hit., reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 7 (2d6) psychic damage.

Command. The githyanki targets one ally it can see within 30 feet of it. If the target can see and hear the githyanki, the target can make one weapon attack as a reaction.

Maneuver Allies (Recharge 5-6). Up to four allies within 60 feet of this githyanki that can hear it can each use their reaction to move up to half their speed without provoking opportunity attacks.



GITHYANKI PSI-BLADE

Psi-blades are phenomenal githyanki warriors that have have specialized in psionic assault abilities. They are able to project psychic blasts, steal a foe's confidence, unleash a devastating cone of psychic energy, and stun groups of enemies.

GITHYANKI PSI-BLADE

Medium humanoid, lawful evil

Armor Class 17 (half plate)
Hit Points 136 (21d8 + 42)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	14 (+2)	17 (+3)	16 (+3)	16 (+3)

Saving Throws Con +6, Int +7, Wis +7
Skills Insight +7, Perception +7, Stealth +6
Senses passive Perception 17
Languages Gith
Challenge 11 (7,200 XP)

Innate Spellcasting (Psionics). The githyanki's innate spellcasting ability is Intelligence (spell save DC 15, +7 with spell attacks). It can innately cast the following spells, requiring no components:

At will: *mage hand* (the hand is invisible)
3/day each: *jump, misty step, nondetection (self only)*
1/day each: plane shift, telekinesis

ACTIONS

Multiattack. The githyanki makes two longsword attacks and uses Psionic Blast. It can use Ego Whip, Psychic Blast, or Psychic Crush in place of Psionic Blast.

Longsword. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands, plus 18 (4d8) psychic damage.

Psionic Blast. *Ranged Spell Attack:* +7 to hit, range 60 ft., one target. *Hit:* 9 (2d8) psychic damage.

Ego Whip (Recharges 5-6). One creature the githyanki can see within 60 feet of it must make a DC 15 Intelligence saving throw. On a failed save, the creature takes 13 (3d8) psychic damage, and it is filled with self-doubt, leaving it able to use its action on its next turn only to take the Dodge, Disengage, or Hide action. On a successful saving throw, the target takes half as much damage.

Psychic Blast (Recharge 6). The githyanki unleashes devastating psychic energy in a 60-foot cone. Each creature in that area must make a DC 15 Intelligence saving throw, taking 36 (8d8) psychic damage on a failed save, or half as much damage on a successful one.

Psychic Crush (Recharges after a Long Rest). The githyanki creates a 20-foot cube of psychic energy within 120 feet of it. Each creature in that area must make a DC 15 Intelligence saving throw. On a failed save, the target takes 45 (10d8) psychic damage and is stunned until the end of the githyanki's next turn. On a successful save, the target takes half as much damage.

GITHYANKI PYROMIND

Pyrominds are githyanki who have mastered the control and manipulation of fire through their psionic abilities. They are able to imbue their weapons with fire energy, cause foes to spontaneous combust, fill a large area with flames, and cause a fiery explosion from a great distance.

GITHYANKI PYROMIND

Medium humanoid, lawful evil

Armor Class 14 (studded leather)
Hit Points 104 (16d8 + 32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	18 (+4)	14 (+2)	12 (+1)

Saving Throws Con +5, Int +7, Wis +5
Damage Resistances fire
Senses passive Perception 12
Languages Gith
Challenge 7 (2,900 XP)

Flaming Weapon. As a bonus action, the githyanki can imbue its melee weapon with fire. For 1 minute, the weapon deals an extra 1d6 fire damage (included in the attack).

Innate Spellcasting (Psionics). The githyanki's innate spellcasting ability is Intelligence (spell save DC 15, +7 with spell attacks). It can innately cast the following spells, requiring no components:

At will: *fire bolt* (2d10 damage), *mage hand* (the hand is invisible)
3/day each: *burning hands, jump, misty step, nondetection (self only)*
1/day each: plane shift, telekinesis

ACTIONS

Multiattack. The githyanki makes two dagger attacks. It can use Combustion, Rolling Flame, or Detionation in place of one of these attacks.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 3 (1d6) fire damage plus 10 (3d6) psychic damage.

Combustion. One creature or object the githyanki can see within 120 feet of it must make a DC 15 Constitution save. On a failed save, the target takes 27 (5d10) fire damage and it catches on fire, taking 5 (1d10) fire damage at the end of each of its turns until the githyanki's concentration is broken (as if concentrating on a spell) or a creature adjacent to it extinguishes the flames with an action. On a successful save, the target takes half as much damage.

Rolling Flame (Recharges 5-6). The githyanki creates fire in a 20-foot-by-20-foot cube within 5 feet of it. The fire lasts until the githyanki's concentration is broken (as if concentrating on a spell). Any creature in that area when it uses this ability and any creature that ends its turn there takes 5 (1d10) fire damage.

Detonation (Recharges after a Long Rest). The githyanki creates a fiery explosion at a point it can see within 120 feet of it. Each creature in a 20-foot-radius sphere centered on that point must make a DC 15 Constitution saving throw, taking 42 (12d6) fire damage and being knocked prone on a failed save, or half as much damage on a successful one.

GITHZERAI

GITHZERAI CENOBITE

Cenobites are ascetic githzerai that are highly skilled in the art of unarmed combat. Cenobites do not rely on armor or weapons, and only utilize spell-like psionic abilities aimed to augment its fighting abilities. They are able to read and predict the movements of their enemies and respond with deadly accuracy.

GITHZERAI CENOBITE

Medium humanoid, lawful neutral

Armor Class 16
Hit Points 55 (10d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	13 (+1)	16 (+3)	10 (+1)

Saving Throws Str +3, Dex +5, Int +3, Wis +5
Skills Insight +5, Perception +5
Senses passive Perception 15
Languages Gith
Challenge 4 (1,100 XP)

Innate Spellcasting (Psionics). The githzerai's innate spellcasting ability is Wisdom. It can innately cast the following spells, requiring no components:

At will: *mage hand* (the hand is invisible)
3/day each: *feather fall, jump, see invisibility, shield*

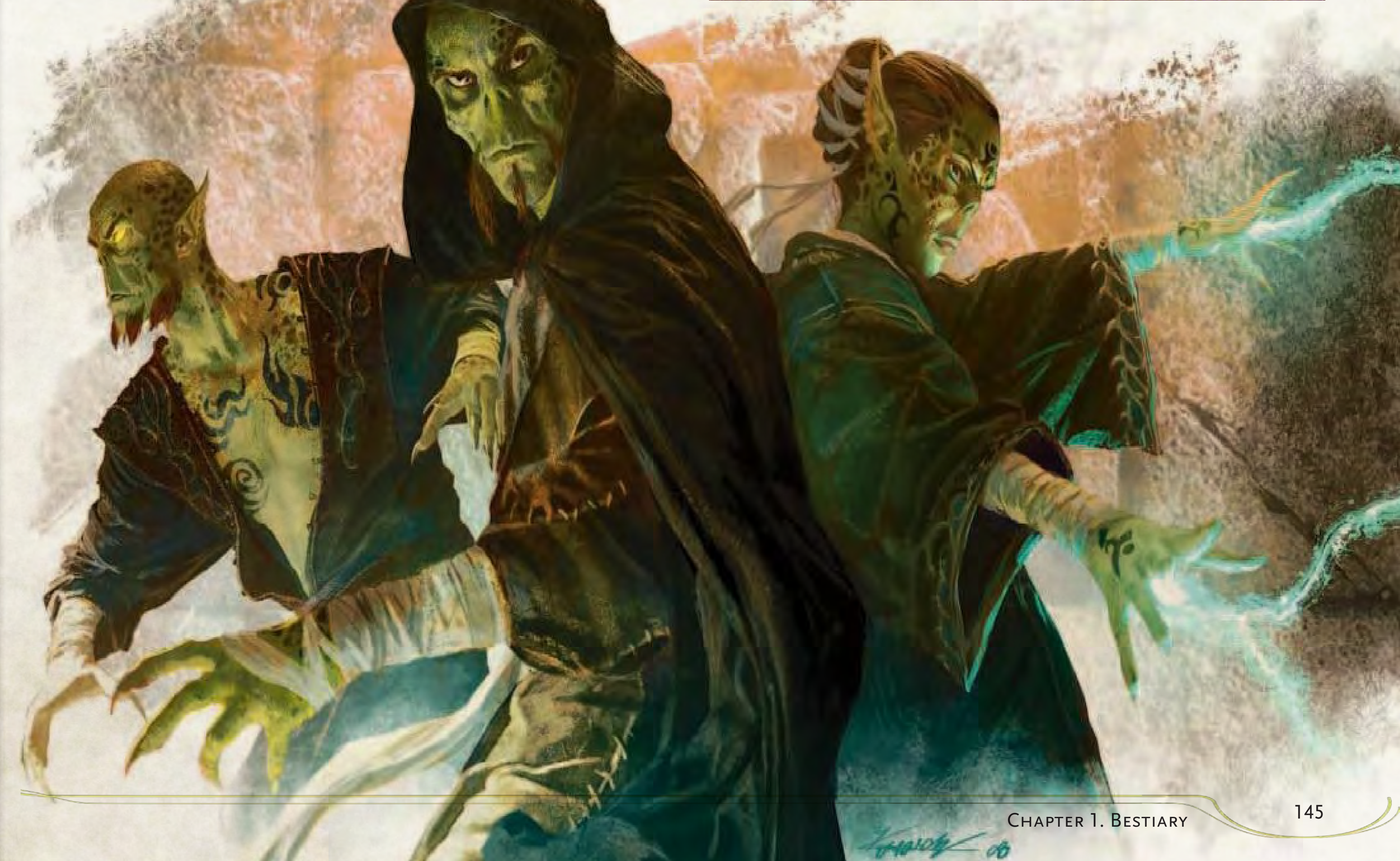
Psychic Defense. While the githzerai is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Trace Chance (Recharge 5-6). As a bonus action, the githzerai chooses a target it can see within 30 feet of it. The githzerai gains advantage on the next melee attack roll it makes against the target and if it hits, it is a critical hit.

ACTIONS

Multiattack. The githzerai makes two unarmed strikes.

Unarmed Strike. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) bludgeoning damage plus 9 (2d8) psychic damage. This is a magic weapon attack.



Githzerai Lightning Fist

Lightning fists are githzerai that have mastered the use of electricity. Lightning crackles constantly from their fists. Using its psionic abilities, these giths can hurl bolts of lightning, unleash a line of lightning through its enemies while riding through the light and electricity and teleporting to a new position, and create a devastating explosion of lightning and thunder in an area of their choosing.

Githzerai Lightning Fist

Medium humanoid, lawful neutral

Armor Class 18
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	16 (+3)	18 (+4)	10 (+0)

Saving Throws Str +5, Dex +8, Int +7, Wis +8
Skills Insight +8, Perception +8
Senses passive Perception 18
Languages Gith
Challenge 9 (5,000 XP)

Innate Spellcasting (Psionics). The githzerai's innate spellcasting ability is Wisdom (spell save DC 16). It can innately cast the following spells, requiring no components:

At will: *mage hand* (the hand is invisible)
3/day each: *feather fall, jump, see invisibility, shield, thunder clap*
1/day: *haste*

Shocking Weapon. As a bonus action, the githzerai can imbue its melee weapon with lightning. For 1 minute, the weapon deals an extra 1d8 lightning damage (included in the attack).

Psychic Defense. While the githzerai is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Actions

Multiattack. The githzerai makes two unarmed strikes and uses Hungry Lightning. It can use Lightning Leap or Storm Clap in place of Hungry Lightning.

Unarmed Strike. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage plus 9 (2d8) psychic damage plus 4 (1d8) lightning damage. This is a magic weapon attack.

Hungry Lightning. The githzerai lashes out at one creature it can see within 60 feet of it with tendrils of lightning. The target must make a DC 16 Dexterity saving throw, with disadvantage if it's wearing heavy armor. The target takes 18 (4d8) lightning damage on a failed save, or half as much damage on a successful one.

Lightning Leap (Recharges 5-6). The githzerai lets loose a line of lightning that is 60 feet long and 5 feet wide. Each creature in the line must make a DC 16 Dexterity saving throw, taking 28 (8d6) lightning damage on a failed save, or half as much damage on a successful one. The githzerai then teleports to an unoccupied space touched by opposite end of the line.

Storm Clap (Recharges after a Long Rest). The githzerai chooses a point it can see within 60 feet of it. Thunder and lightning energy erupts in a 20-foot-radius sphere centered on that point. Each creature in that area must make DC 16 Constitution saving throw. On a failed save, the target takes 17 (5d6) lightning and 17 (5d6) thunder damage, and it is stunned until the end of your next turn. On a successful save, the target takes half as much damage.

Githzerai Shadowmind

Githzerai shadowminds are martial artists that are able to create psychic static that disrupts their enemies' ability to think clearly and defend themselves properly. They are highly valued by githzerai war bands for their ability to create openings, leave targets vulnerable, and break the concentration of enemy spellcasters.

Githzerai Shadowmind

Medium humanoid, lawful neutral

Armor Class 17
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	16 (+3)	18 (+4)	12 (+1)

Saving Throws Str +4, Dex +6, Int +6, Wis +7
Skills Insight +9, Perception +9
Senses passive Perception 19
Languages Gith
Challenge 7 (2,900 XP)

Innate Spellcasting (Psionics). The githzerai's innate spellcasting ability is Wisdom (spell save DC 15). It can innately cast the following spells, requiring no components:

At will: *mage hand* (the hand is invisible)
3/day each: *feather fall, jump, mind spike, see invisibility, shield*
1/day: *telekinesis*

Psychic Defense. While the githzerai is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Actions

Multiattack. The githzerai makes two unarmed strikes and uses Distracting Haze. It can use Daze or Mind Storm in place of Distracting Haze.

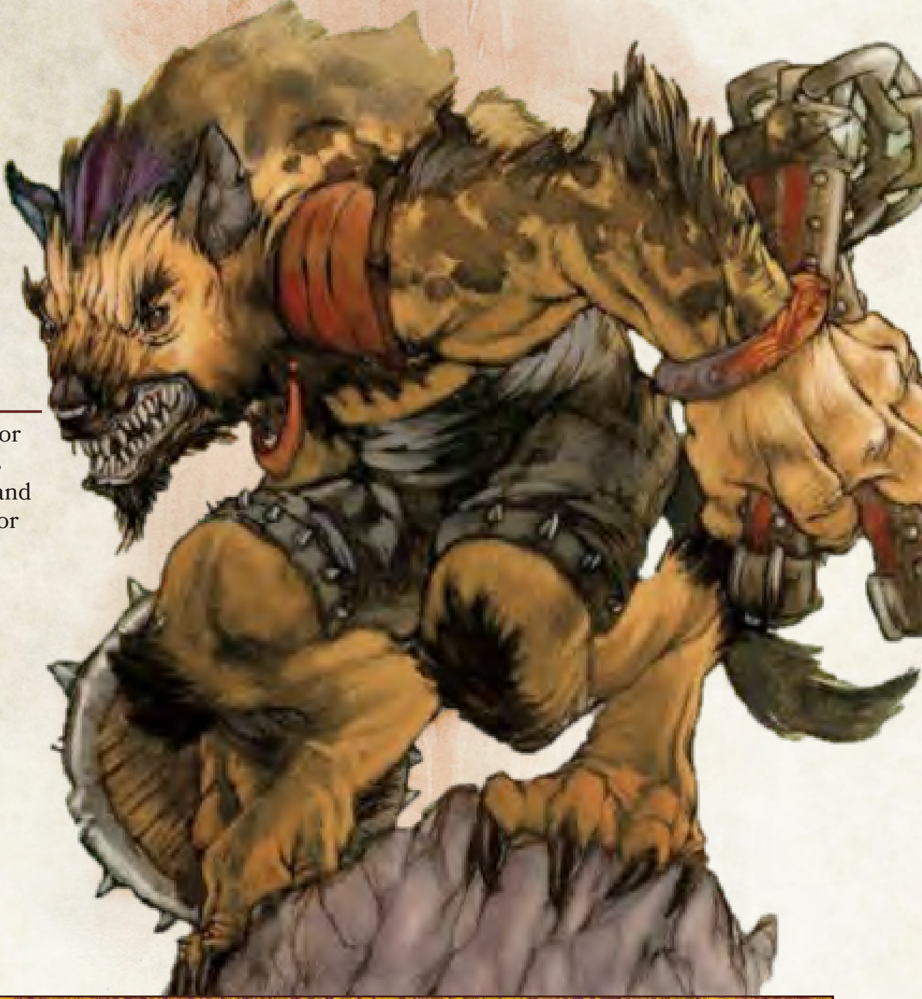
Unarmed Strike. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage plus 13 (3d8) psychic damage. This is a magic weapon attack.

Distracting Haze. One creature the githzerai can see within 60 feet of it must make a DC 15 Intelligence saving throw. On a failed save, the target takes 16 (3d10) psychic damage and can't see anything more than 10 feet from it until the githzerai's concentration is broken (as if concentrating on a spell). On a successful save, it takes half as much damage.

Daze (Rechareges 5-6). One creature the githzerai can see within 60 feet of it must make a DC 15 Intelligence saving throw. On a failed save, the target is incapacitated until the end of its next turn or until it takes damage.

Mind Storm (Recharges after a Long Rest). The githzerai chooses a point it can see within 60 feet of it. Each creature in a 20-foot-radius sphere centered on that point must make a DC 15 Wisdom saving throw. On a failed save, the target takes 36 (8d8) psychic damage and suffers disadvantage on all saving throws until the end of the githzerai's next turn. On a successful save, a creature takes half as much damage.

GNOLLS



FLIND CAPTAIN

Flind captains stand at the head of its warbands. Chosen for its strength and cunning, captains are battlefield tacticians able to manuever their allies into advantageous positions and distract their foes with their attacks to create an opening for their allies.

FLIND CAPTAIN

Medium humanoid (gnoll), chaotic evil

Armor Class 18 (chain mail, shield)
Hit Points 171 (18d8 + 90)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	20 (+5)	11 (+0)	14 (+2)	13 (+1)

Saving Throws Con +9, Wis +6
Skills Intimidation +5, Perception +6
Senses darkvision 60 ft., passive Perception 16
Languages Gnoll, Abyssal
Challenge 11 (7,200 XP)

Aura of Blood Thirst. If the flind isn't incapacitated, any creature with the Rampage trait can make a bite attack as a bonus action while within 10 feet of the flind.

Distracting Strike (1/Turn). When the flind hits a creature with a weapon attack, the next attack roll against the target by an attacker other than the flind has advantage if the attack is made before the start of the flind's next turn.

ACTIONS

Multiattack. The flind makes three attacks: one with each of its different flail attacks or three with its longbow.

Flail of Madness. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) bludgeoning damage, and the target must make a DC 17 Wisdom saving throw. On a failed save, the target must make a melee attack against a random target within its reach on its next turn. If it has no targets within its reach even after moving, it loses its action on that turn.

Flail of Pain. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) bludgeoning damage plus 22 (4d10) psychic damage.

Flail of Paralysis. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) bludgeoning damage, and the target must succeed on a DC 17 Constitution saving throw or be paralyzed until the end of its next turn.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 4 (1d8) piercing damage

Maneuver Allies (Recharge 5-6). Up to four allies within 60 feet of this flind that can hear it can each use their reaction to move up to half their speed without provoking opportunity attacks.

REACTIONS

Command Retaliate. In response to a creature missing the flind with a melee attack and the attacker is visible to the flind, it can target an ally within 5 feet of the creature. If the ally can see and hear the flind, it uses its reaction to make one melee weapon attack against the creature with advantage on the attack roll.

FLIND QUEEN

Medium humanoid (gnoll), chaotic evil

Armor Class 19 (splint, shield)
Hit Points 210 (20d8 + 120)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	22 (+6)	12 (+1)	16 (+3)	14 (+2)

Saving Throws Str +11, Con +11, Wis +8
Skills Intimidation +7, Perception +8
Senses darkvision 60 ft., passive Perception 18
Languages Gnoll, Abyssal
Challenge 14 (11,500 XP)

Aura of Blood Thirst. If the flind isn't incapacitated, any creature with the Rampage trait can make a bite attack as a bonus action while within 10 feet of the flind.

Indomitable (2/Day). The flind rerolls a failed save. It must use the new roll.

Innate Spellcasting. The flind's innate spellcasting ability is Wisdom (spell save DC 16). The flind can innately cast the following spells, without providing material components:

1/day each: *dispel magic, fear, invisibility*

ACTIONS

Multiattack. The flind makes four melee attacks: one with each of its different flail attacks and one with its bite.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) piercing damage.

Flail of Madness. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 11 (1d10 + 6) bludgeoning damage, and the target must make a DC 19 Wisdom saving throw. On a failed save, the target must make a melee attack against a random target within its reach on its next turn. If it has no targets within its reach even after moving, it loses its action on that turn.

Flail of Pain. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 11 (1d10 + 6) bludgeoning damage plus 22 (4d10) psychic damage.

Flail of Paralysis. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 11 (1d10 + 6) bludgeoning damage, and the target must succeed on a DC 19 Constitution saving throw or be paralyzed until the end of its next turn.

LEGENDARY ACTIONS

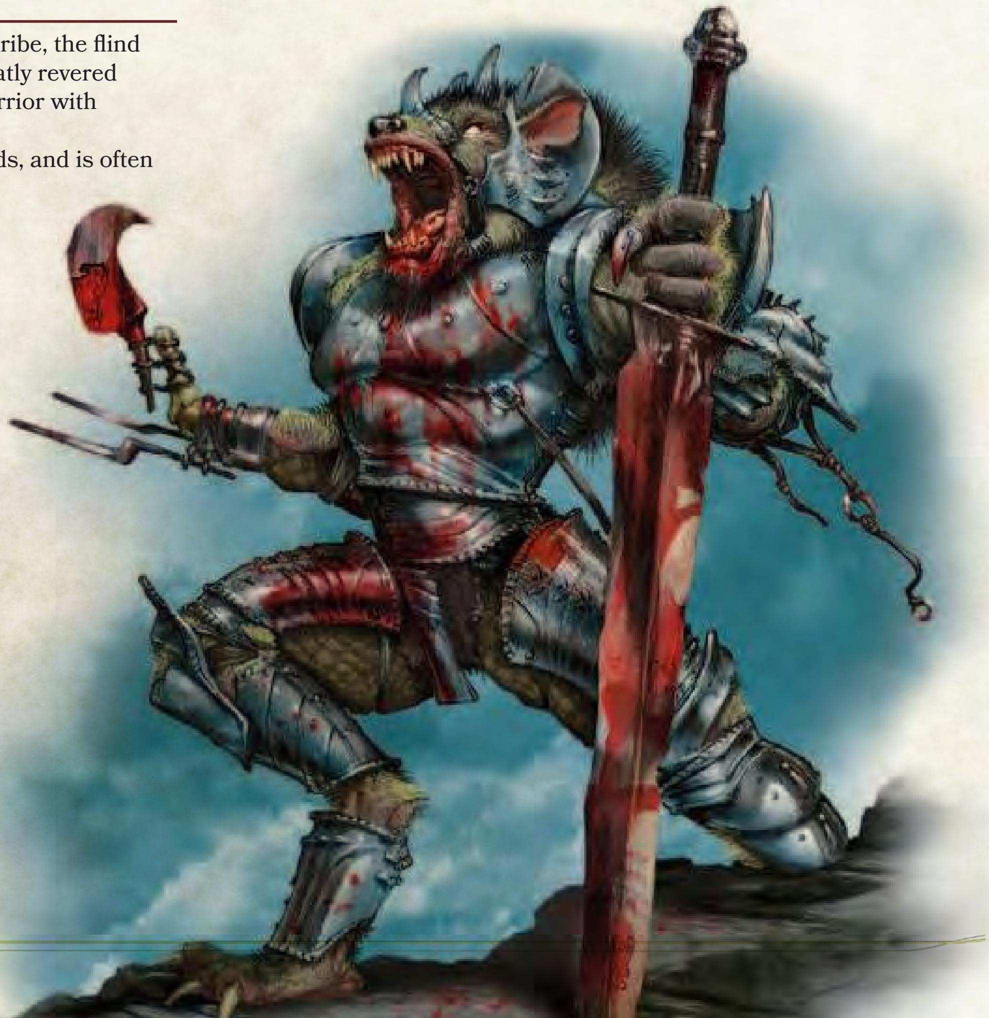
The flind can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The flind regains spent legendary actions at the start of its turn.

Charge. The flind moves up to its speed.
Bite. The flind makes a bite attack.
Flail (Costs 2 Actions). The flind makes a flail of madness, fail of pain, or flail of paralysis attack.
Battlefield Savagery (Costs 3 Actions). Up to three gnoll allies within 60 feet of the flind that can hear it can use their reactions to make one melee attack each with advantage on the roll.

FLIND QUEEN

The most savage and cunning member of a gnoll tribe, the flind queen is the most favored by Yeenoghu and is greatly revered by its kin. In battle, the queen is a bloodthirsty warrior with unmatched fury.

She is never without her cadre of flind bodyguards, and is often gifted by Yeenoghu with a pack of shoosuva.



Gnoll Archer

Medium humanoid (gnoll), chaotic evil

Armor Class 15 (studded leather)
Hit Points 27 (6d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	11 (+0)	6 (-2)	10 (+0)	7 (-2)

Senses darkvision 60 ft., passive Perception 10
Languages Gnoll
Challenge 1 (200 XP)

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

Actions

Multiattack. The gnoll makes two handaxe attacks or two longbow attacks.

Handaxe. *Melee Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Gnoll Archer

Spread out across its territory, gnoll archers take to the trees, scouting for food and intruders. Skilled marksmen, these gnolls are also adept melee fighters and are always armed with a pair of handaxes in case an enemy gets too close.

Gnoll Berserker

Berserkers are the frontline of any gnoll warband. These vicious and bloodthirsty creatures rush recklessly into battle ahead of its warband.

Gnoll Berserker

Medium humanoid (gnoll), chaotic evil

Armor Class 13 (hide armor)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	6 (-2)	10 (+0)	7 (-2)

3

Senses darkvision 60 ft., passive Perception 10
Languages Gnoll
Challenge 2 (450 XP)

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

Reckless. At the start of its turn, the gnoll can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Multiattack. The gnoll makes two greataxe attacks or two longbow attacks.

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Gnoll Champion of Yeenoghu

Exceptional gnoll warriors that show unmatched savagery in combat are chosen to become champions of Yeenoghu. They are able to invoke the wrath of their deity, imbuing their flails with additional magical abilities. As they mature, gain more kills, and prove their worth, they eventually receive Yeenoghu's gift - a transformation to a Flind.

Gnoll Champion of Yeenoghu

Medium humanoid (gnoll), chaotic evil

Armor Class 18 (chain mail, shield)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	11 (+0)	13 (+1)	12 (+1)

Saving Throws Con +6, Wis +4
Skills Intimidation +4, Perception +4
Senses darkvision 60 ft., passive Perception 14
Languages Gnoll, Abyssal
Challenge 6 (2,300 XP)

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

Wrath of Yeenoghu (1/Turn). When the gnoll hits a creature with a flail attack, roll 1d6 to determine what effect happens.

1-2: The target takes 16 (3d10) psychic damage.
3-4: The target must make a DC 14 Wisdom saving throw. On a failed save, the target must make a melee attack against a random target within its reach on its next turn. If it has no targets within its reach even after moving, it loses its action on that turn.
5-6: The target must succeed on a DC 14 Constitution saving throw or be paralyzed until the end of its next turn.

Actions

Multiattack. The gnoll makes three flail attacks or three longbow attacks.

Flail. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 4 (1d8) piercing damage

Reactions

Parry. The gnoll adds 2 to its AC against one melee attack that would hit it. To do so, the gnoll must see the attacker and be wielding a melee weapon.

GNOLL SHARPSHOOTER

Gnoll shapshooters are the highly skilled archers of any gnoll warband. Before their war parties attack, the sharpshooters position themselves in high vantage points. When the fighting starts, they pick off the most dangerous soft targets, such as enemy spellcasters, healers, and artillerists.

GNOLL SHARPSHOOTER

Medium humanoid (gnoll), chaotic evil

Armor Class 16 (studded leather)
Hit Points 66 (12d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	12 (+1)	7 (-2)	12 (+1)	7 (-2)

Skills Perception +5, Survival +3
Senses darkvision 60 ft., passive Perception 15
Languages Gnoll
Challenge 3 (700 XP)

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

Sharpshooter. The gnoll's ranged weapon attacks ignore half cover and three-quarters cover and attacking at long range doesn't impose disadvantage on the gnoll's ranged weapon attack rolls.

Steady Aim (3/Day). As a bonus action, the gnoll takes careful aim at a creature it can see within range of its ranged weapon. Until the end of its turn, the gnoll deals an an extra 7 (2d6) damage with each of its ranged weapon attacks against the target.

ACTIONS

Multiattack. The gnoll makes two flail attacks or three longbow attacks.

Flail. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

GNOLL SKIRMISHER

Skirmishers wait for the warriors of their war party to engage their enemies before rushing from the weak side to gain advantage. They can nimbly move from one opponent to another, applying hit and run tactics with quick, sharp thrusts from their wicked spears.

GNOLL SKIRMISHER

Medium humanoid (gnoll), chaotic evil

Armor Class 15 (studded leather)
Hit Points 44 (8d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	12 (+1)	6 (-2)	11 (+0)	7 (-2)

Skills Stealth +5
Senses darkvision 60 ft., passive Perception 10
Languages Gnoll
Challenge 2 (450 XP)

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

Lightfooted. The gnoll can take the Dash or Disengage action as a bonus action on each of its turns.

Skirmish Advantage. The gnoll gains advantage on the first attack roll of its turn if it has moved to a space at least 15 feet from the space it occupied at the start of its turn.

ACTIONS

Multiattack. The gnoll makes two melee attacks or two ranged attacks.

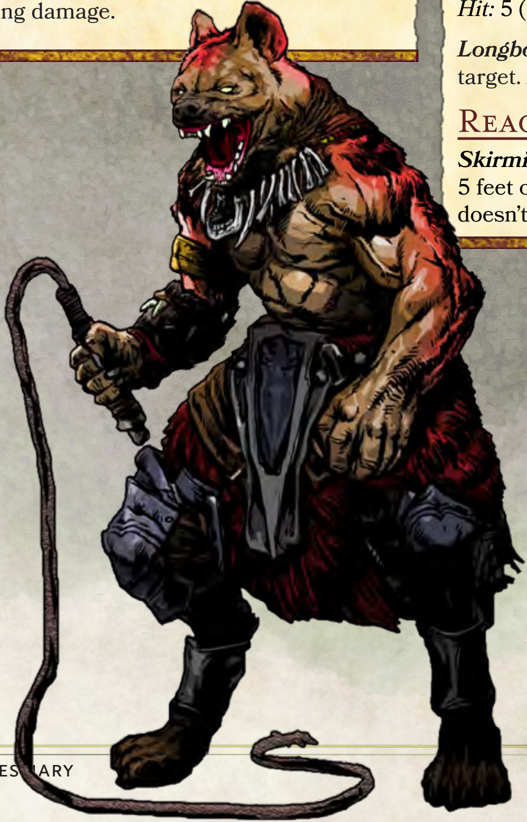
Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Whip. *Melee Weapon Attack*: +5 to hit, reach 10 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

REACTIONS

Skirmisher. When an enemy the gnoll can see ends its turn within 5 feet of it, the gnoll can move up to half its speed. This movement doesn't provoke opportunity attacks.



Goblins

Goblin Assassin

The most talented of goblin sneaks and thugs eventually become assassins. Nimble and agile, these goblins are sent by their chieftains to take out key enemy targets, such as guard captains, village elders, town mayors, and priests, without getting noticed.

Goblin King

The most powerful goblin chieftain in the region often takes the mantle of the goblin king, who alone can mobilize all goblin tribes within its territory for war. This means the goblin king is well-known and may have uneasy alliances with evil giants, orcs, and other goblinoids.

Its presence both terrorizes and rallies its underlings, who fall over themselves trying to follow and satisfy their king's every whim and command.

Goblin Assassin

Small humanoid (goblinoid), chaotic evil

Armor Class 16 (studded leather)
Hit Points 40 (9d6 + 9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	12 (+1)	12 (+1)	10 (+0)	8 (-1)

Saving Throws Dex +6, Int +3
Skills Acrobatics +8, Deception +1, Perception +2, Stealth +8
Senses darkvision 60 ft., passive Perception 12
Languages Common, Goblin
Challenge 3 (700 XP)

Assassinate. During its first turn, the goblin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the goblin scores against a surprised creature is a critical hit.

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Sneak Attack (1/Turn). The goblin deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the goblin that isn't incapacitated and the goblin doesn't have disadvantage on the attack roll.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage, and the target must succeed on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, and the target must succeed on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Goblin King

Small humanoid (goblinoid), chaotic evil

Armor Class 18 (breastplate, shield)
Hit Points 78 (12d6 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	16 (+3)	10 (+0)	12 (+1)	14 (+2)

Skills Deception +5, Perception + 4, Stealth +9
Senses darkvision 60 ft., passive Perception 14
Languages Goblin
Challenge 8 (3,900 XP)

Aura of Fervor. An ally that is within 30 feet of the goblin and can see and hear this goblin has advantage to saving throws against being charmed and frightened, and all attack rolls against enemies within 30 feet of the goblin, provided that the goblin isn't incapacitated.

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Indomitable (1/Day). The goblin rerolls a failed save. It must use the new roll.

Sneak Attack (1/Turn). The goblin deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the goblin that isn't incapacitated and the goblin doesn't have disadvantage on the attack roll.

Actions

Multiattack. The goblin makes two scimitar attacks.

Scimitar. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 7 (2d6) poison damage.

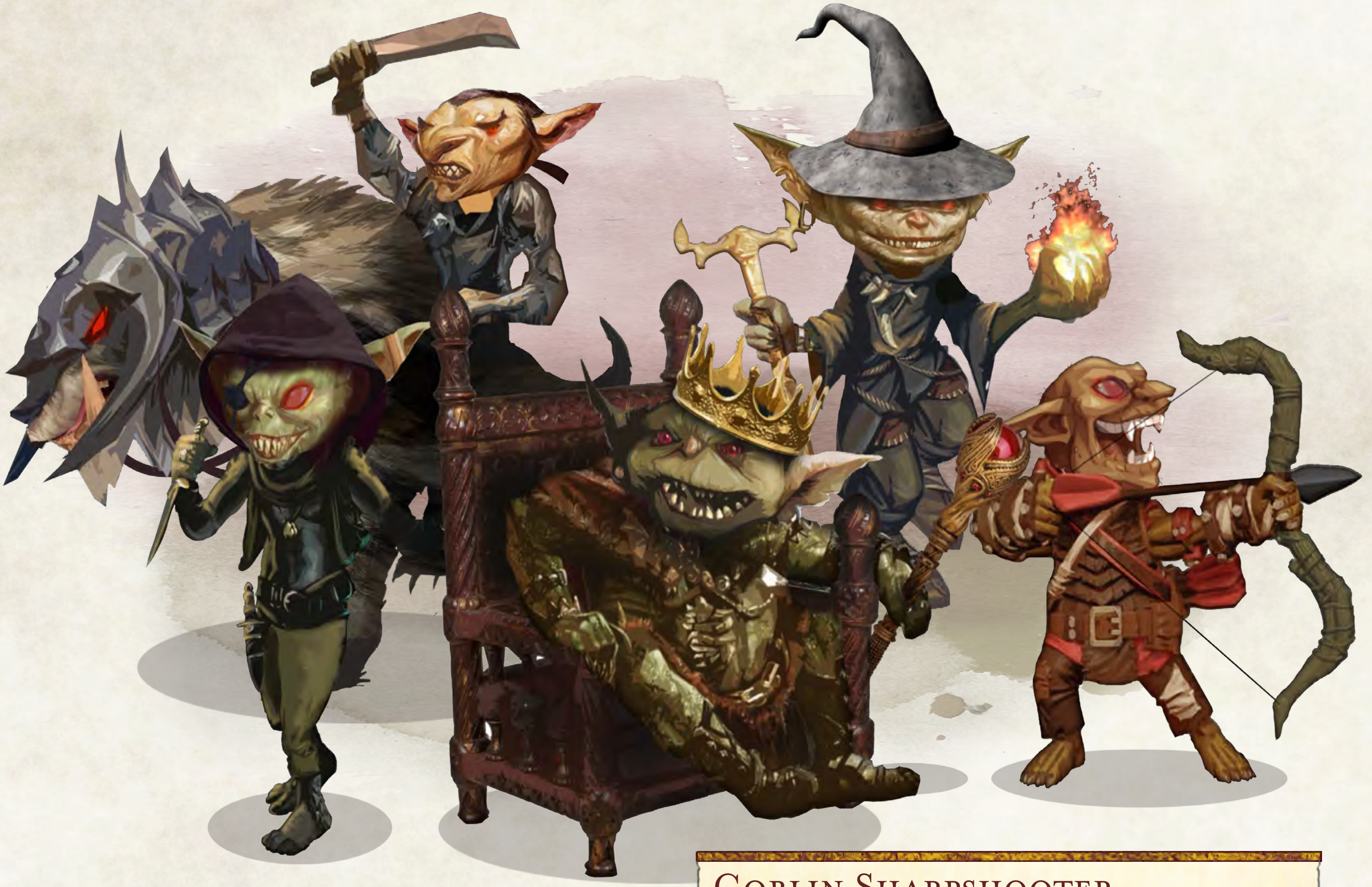
Legendary Actions

The goblin can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The goblin regains spent legendary actions at the start of its turn.

Move. The goblin moves up to half its speed without provoking opportunity attacks.
Scimitar The goblin makes a scimitar attack.
Bark Command (Costs 2 Actions). The goblin targets up to three goblinoid allies it can see within 30 feet of it. If the target can see and hear the goblin, the target can use its reaction to make one weapon attack with disadvantage on the attack roll.

Reactions

Redirect Attack. When a creature the goblin can see targets it with an attack, the goblin chooses another goblin within 5 feet of it. The two goblins swap places, and the chosen goblin becomes the target instead.



Goblin Sharpshooter

Skilled and talented goblin archers and hunters become sharpshooters. Experts with the shot bow and the javelin, sharpshooters are steady with their aim, with the ability to shoot dead a target in cover.

Goblin Sharpshooter

Small humanoid (goblinoid), chaotic evil

Armor Class 16 (studded leather)
Hit Points 24 (7d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	10 (+0)	10 (+0)	10 (+0)	8 (-1)

Skills Perception +4, Stealth +8
Senses darkvision 60 ft., passive Perception 14
Languages Common, Goblin
Challenge 2 (450 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Sharpshooter. The goblin's ranged weapon attacks ignore half cover and three-quarters cover and attacking at long range doesn't impose disadvantage on the goblin's ranged weapon attack rolls.

Steady Aim (3/Day). As a bonus action, the goblin takes careful aim at a creature it can see within range of its ranged weapon. Until the end of its turn, the goblin deals an an extra 3 (1d6) damage with each of its ranged weapon attacks against the target.

Actions

Multiattack. The goblin makes two javelin attacks or two shortbow attacks.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Goblin Sorcerer

A goblin sorcerer is treated as a hero by its kin, as it is very rare for a goblin to practice the arcane arts, especially one that can cast fireball - the most hated and feared spell of the goblins. Due to this ability, a goblin sorcerer becomes a tribe's leader or one of the chieftain's advisers.

While adventurers usually prepare for the occasional hobgoblin, bugbear, or goblin chieftain to be the leader of a den, they find themselves rudely surprised – and sometimes killed – by a wild fireball straight from the spindly fingers of a grinning goblin sorcerer.

Goblin Sorcerer

Small humanoid (goblinoid), chaotic evil

Armor Class 12 (15 with *mage armor)*
Hit Points 24 (7d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	12 (+1)	10 (+0)	15 (+2)

Skills Arcana +3, Stealth +6
Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin
Challenge 4 (1,100 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Spellcasting. The goblin is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *fire bolt, mage hand, minor illusion, poison spray*
1st level (4 slots): *burning hands, mage armor, shield*
2nd level (3 slots): *levitate, scorching ray, mirror image*
3rd level (2 slots): *fireball*

Sorcery Points. The goblin has 5 sorcery points. It can spend 1 or more sorcery points to gain one of the following benefits:

Empowered Spell: When the goblin rolls damage for a spell, it can spend 1 sorcery point to reroll up to 3 damage dice. It must use the new rolls. It can use Empowered Spell even if it has already used a different Metamagic option during the casting of the spell.

Quickened Spell: When the goblin casts a spell that has a casting time of 1 action, the giant can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Goblin Worg Rider

Goblin rangers who are adept at handling and taking care of wolves and worgs eventually become worg riders. These goblins are adept at mounted combat. They favor the scimitar and javelin as their weapons. They take advantage of the worg's insatiable appetite for killing as they charge into battle.

Goblin Worg Rider

Small humanoid (goblinoid), chaotic evil

Armor Class 14 (studded leather)
Hit Points 17 (5d6)
Speed 30 ft. (or 50 ft. while mounted)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	10 (+0)	10 (+1)	13 (+1)	9 (-1)

Skills Animal Handling +5, Perception +3, Stealth +6
Senses darkvision 60 ft., passive Perception 13
Languages Common, Goblin
Challenge 1 (200 XP)

Mounted Advantage. While mounted, the goblin has advantage on melee attack rolls against a Medium or smaller creature.

Mounted Charge. If the goblin, while mounted, moves at least 10 feet straight toward a creature and then hits it with a melee attack on the same turn, the target takes an extra 3 (1d6) weapon damage and must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the goblin's worg mount can use its reaction to make one bite attack against it.

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

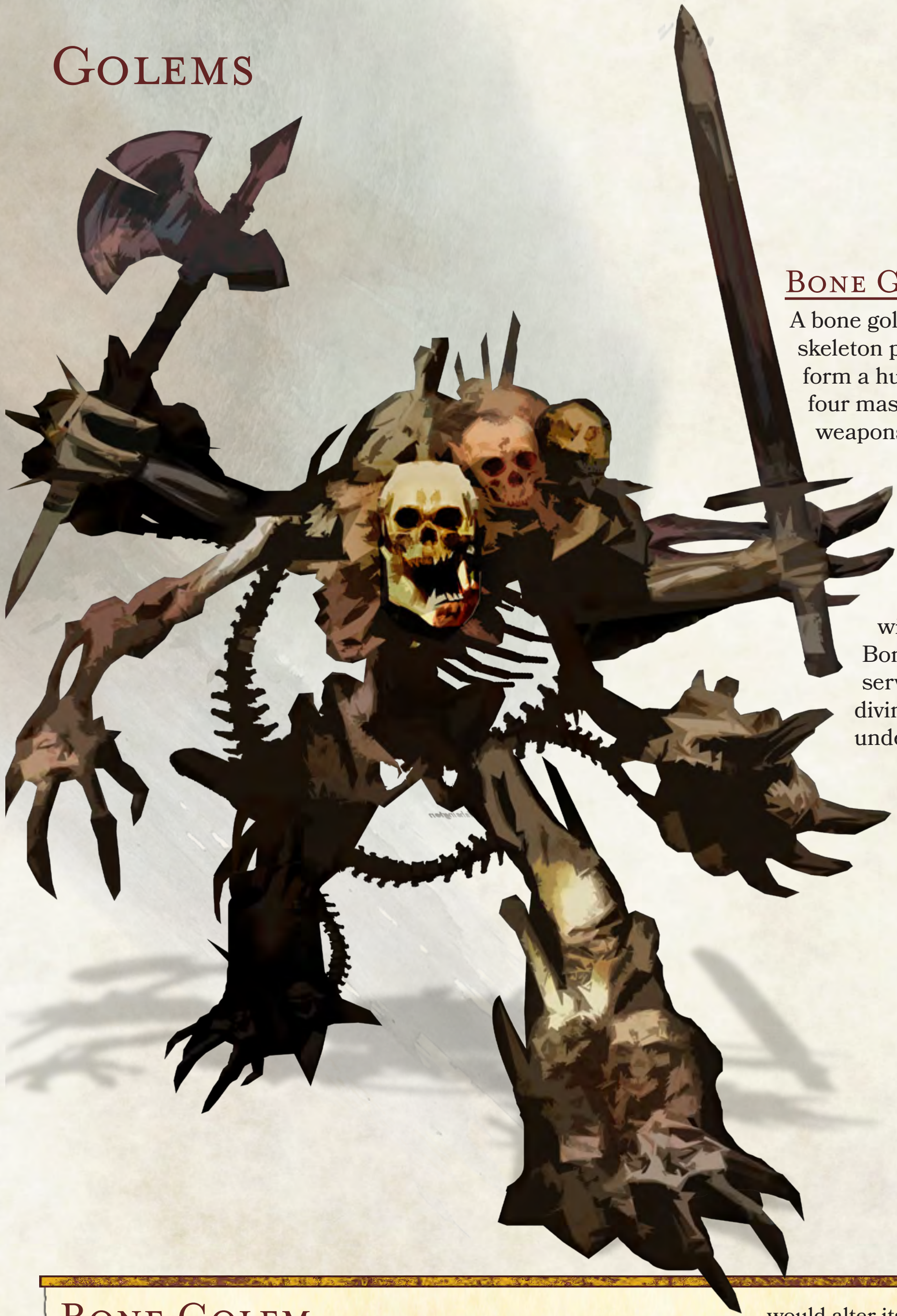
Multiattack. The goblin makes two scimitar attacks or two javelin attacks. It can use Worg Bite in place of one of these attacks.

Scimitar. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Worg Bite. The goblin's worg mount uses its reaction to make one bite attack.

GOLEMS



BONE GOLEM

A bone golem is a horrific combination of giant-sized skeleton parts magically bolted and sutured together to form a humanoid-shaped figure about 9-feet tall. It has for four massive skeletal arms, two of which hold giant-sized weapons.

In combat, the bone golem fights like a brute, hacking at each foe with its weapons and pair of oversized clubbed arms. Against large groups, the skeletal construct can become a deadly machine, able to charge in a straight line and spin its upper body around at the same time, striking all targets within reach of its arms and weapons.

Bone golems are often created by necromancers to serve as guards and as an extra precaution against divine spellcasters that may be prepared against their undead armies.

BONE GOLEM

Large construct, unaligned

Armor Class 13 (natural armor)
Hit Points 95 (10d10 + 40)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	18 (+4)	6 (-2)	8 (-1)	1 (-5)

Damage Immunities necrotic, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine weapons
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands the languages of its creator but can' t speak
Challenge 8 (3,900 XP)

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

ACTIONS

Multiattack. The golem makes four attacks: one with its longsword, one with its battleaxe, and twice with its slam.

Sword. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Axe. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

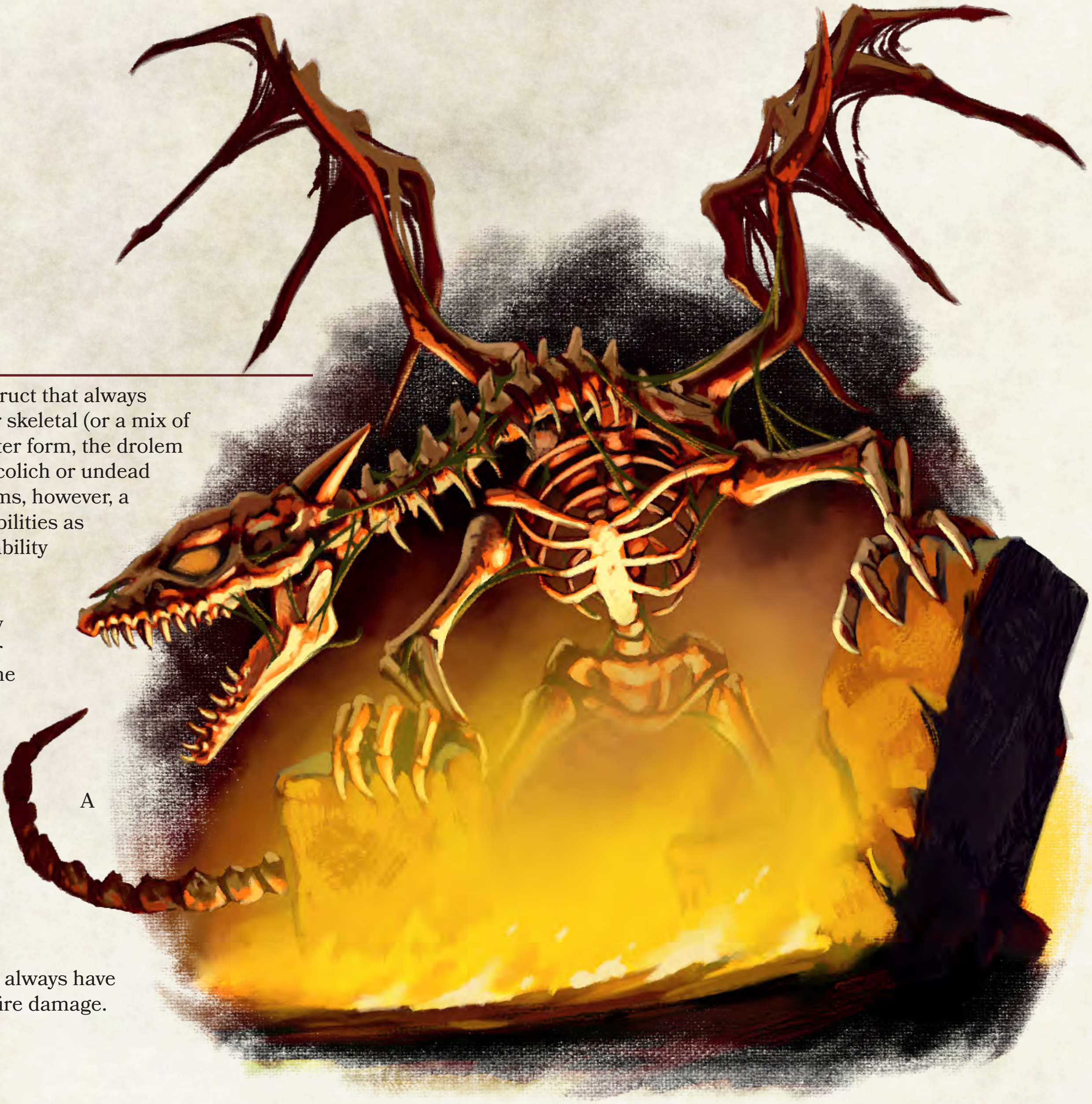
Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Whirling Weapons (Recharge 5-6). The golem moves up to its walking speed in a straight line and targets each creature within 10 feet of it during its movement. Each target must succeed on a DC 16 Dexterity saving throw or take 23 (4d8 + 5) slashing damage and 23 (4d8 + 5) bludgeoning damage.

DROLEM

A drolem is a mighty construct that always resembles a mechanical or skeletal (or a mix of both) dragon. With the latter form, the drolem is often mistaken for a dracolich or undead dragon. Unlike other golems, however, a drolem has the same capabilities as a typical dragon, with the ability to fly and unleash dragon's breath. Just like any other golem, a drolem will follow the command of its creator or possessor flawlessly. The drolem can't think or act for itself, but it will defend itself if attacked.

Drolem's Breath. A drolem is fashioned from the remains of a specific dragon, which determines its breath attack. For example, a drolem created from the corpse of a red dragon will always have a breath attack that deals fire damage.



DROLEM, LARGE

Large construct, unaligned

Armor Class 17 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	18 (+4)	6 (-2)	8 (-1)	8 (-1)

Damage Resistances cold, fire, lightning
Damage Immunities necrotic, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine weapons
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 9
Languages understands the languages of its creator but can' t speak
Challenge 10 (5,900 XP)

Immutable Form. The drolem is immune to any spell or effect that would alter its form.

Magic Resistance. The drolem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The drolem's weapon attacks are magical.

ACTIONS

Multiattack. The drolem makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack*: +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Claw. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Dragon's Breath (Recharge 5-6). The drolem exhales acid, cold, fire, lightning, or poison (depending on drolem type) in a 30-foot cone. Each creature in that area must make a DC 16 Constitution saving throw, taking 35 (10d6) acid, cold, fire, lightning, or poison damage on a failed save, or half as much damage on a successful one.

Drolem, Huge

Huge construct, unaligned

Armor Class 19 (natural armor)
Hit Points 172 (15d12 + 75)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	6 (-2)	8 (-1)	10 (+0)

Damage Resistances cold, fire, lightning
Damage Immunities necrotic, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine weapons
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 9
Languages understands the languages of its creator but can' t speak
Challenge 13 (10,000 XP)

Immutable Form. The drolem is immune to any spell or effect that would alter its form.

Magic Resistance. The drolem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The drolem's weapon attacks are magical.

Actions

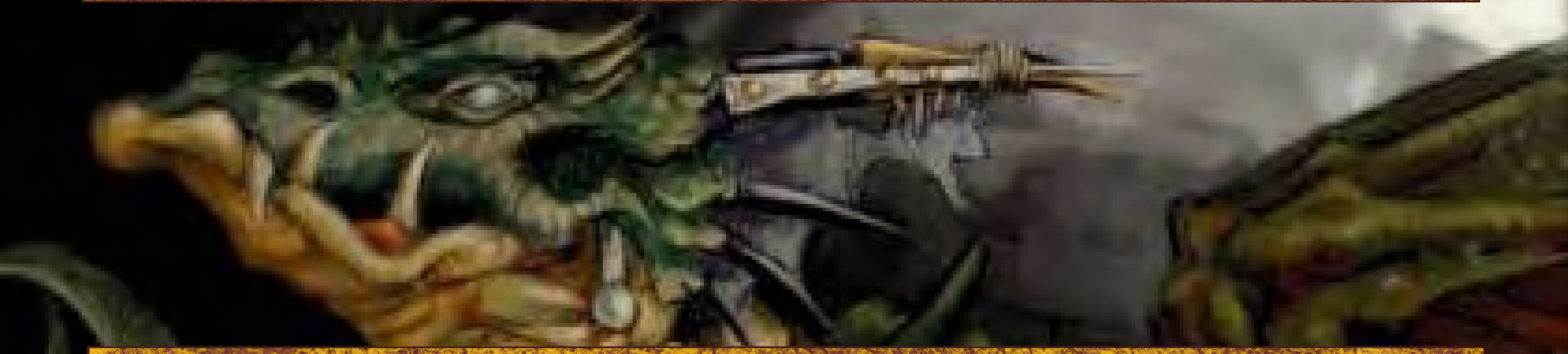
Multiattack. The drolem can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack*: +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Claw. *Melee Weapon Attack*: +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Dragon's Breath (Recharge 5-6). The drolem exhales acid, cold, fire, lightning, or poison (depending on drolem type) in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 49 (14d6) acid, cold, fire, lightning, or poison damage on a failed save, or half as much damage on a successful one.

Frightful Presence. Each creature of the drolem's choice that is within 120 feet of the drolem and aware of it must succeed on a DC 13 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the drolem's Frightful Presence for the next 24 hours.



Drolem, Gargantuan

Gargantuan construct, unaligned

Armor Class 21 (natural armor)
Hit Points 297 (18d20 + 108)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	22 (+6)	6 (-2)	8 (-1)	12 (+1)

Damage Resistances cold, fire, lightning
Damage Immunities necrotic, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine weapons
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 9
Languages understands the languages of its creator but can' t speak
Challenge 18 (20,000 XP)

Immutable Form. The drolem is immune to any spell or effect that would alter its form.

Magic Resistance. The drolem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The drolem's weapon attacks are magical.

Actions

Multiattack. The drolem can use its Frightful Presence. It then makes four attacks: one with its bite, two with its claws, and one with its tail.

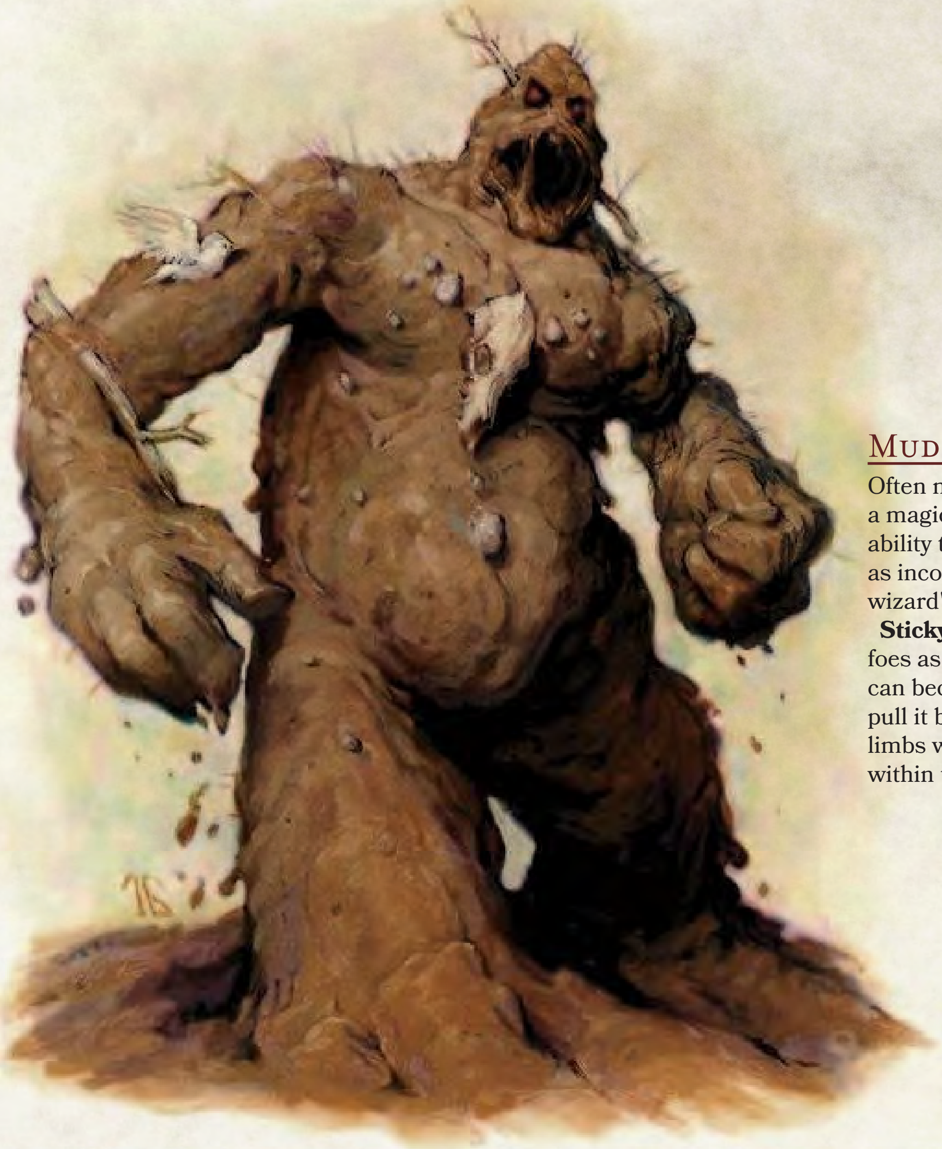
Bite. *Melee Weapon Attack*: +13 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

Claw. *Melee Weapon Attack*: +13 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack*: +13 to hit, reach 10 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Dragon's Breath (Recharge 5-6). The drolem exhales acid, cold, fire, lightning, or poison (depending on drolem type) in a 90-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 63 (18d6) acid, cold, fire, lightning, or poison damage on a failed save, or half as much damage on a successful one.

Frightful Presence. Each creature of the drolem's choice that is within 120 feet of the drolem and aware of it must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the drolem's Frightful Presence for the next 24 hours.



Mud Golem

Often mistaken for an earth elemental, the mud golem is a magical construct created for its amorphous nature and ability to appear as natural heaps of mud, making it ideal as inconspicuous guardians in outdoor settings, such as a wizard's courtyard or garden.

Sticky Body. A mud golem is a bane to weapon wielding foes as any melee weapon that strikes the construct's body can become stuck fast if the attacker is not strong enough to pull it back out. Any creature caught by the golem's powerful limbs will soon find themselves getting smothered to death within the mud golem's body.

Mud Golem

Large construct, unaligned

Armor Class 12 (natural armor)
Hit Points 85 (9d10 + 36)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	6 (-2)	18 (+4)	6 (-2)	8 (-1)	1 (-5)

Damage Immunities acid, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine weapons
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands the languages of its creator but can' t speak

Challenge 6 (2,300 XP)

Amorphous. The golem can move through a space as narrow as 1 inch wide without squeezing.

False Appearance. While the golem remains motionless, it is indistinguishable from a normal mudheap.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

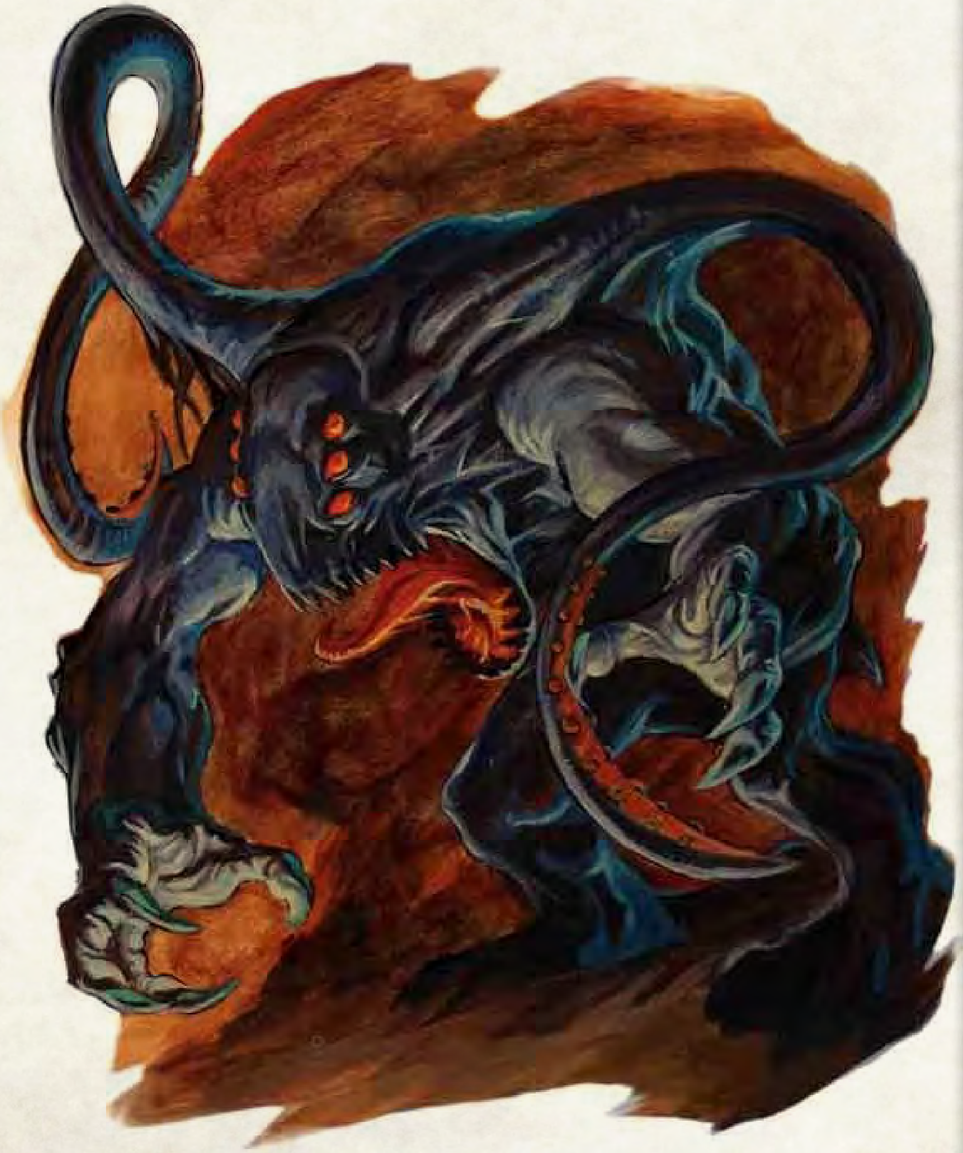
Sticky Body. When the golem is hit by a melee weapon attack, the attacker must succeed on a DC 15 Strength saving throw, or the weapon becomes stuck to the golem's body. If the weapon's wielder can't or won't let go of the weapon, the wielder is grappled while the weapon is stuck. While stuck, the weapon can't be used. A creature can pull the weapon free by taking an action to make a DC 15 Strength check and succeeding.

Actions

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage and the target is grappled (escape DC 15). Until the grapple ends, the target takes 14 (2d8 + 5) bludgeoning damage at the start of each of the golem's turns and the golem can't use one of its slam attacks. While grappled in this way, the target is restrained, blinded, and at risk of suffocating. The golem can grapple up to one Large creature or two Medium or smaller creatures at a time.

GRAY RENDERS



DISPLACER RENDER

Displacer renders are said to be the result of twisted experiments of combining a gray render and a displacer beast by wizards employed by the Unseelie court. Whatever reasons they may have were never uncovered.

The gray render retains its form but is now covered in bluish-black fur with two tentacles sprouting from its back. With the gray render's powerful rage-fueled attacks, and the displacer's natural light bending abilities, the threat level of this monster is taken to an entirely new level.

DISPLACER RENDER

Large monstrosity, chaotic neutral

Armor Class 19 (natural armor)
Hit Points 207 (18d10 + 108)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	22 (+6)	3 (-4)	8 (-1)	9 (-1)

Saving Throws Str +10, Con +11
Skills Perception +4
Senses darkvision 60 ft., passive Perception 14
Languages —
Challenge 14 (11,500 XP)

Avoidance. If the displacer render is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Displacement. The displacer render projects a magical illusion that makes it appear to be standing near its actual location, causing attack rolls against it to have disadvantage. If it is hit by an attack, this trait is disrupted until the end of its next turn. This trait is also disrupted while the displacer render is incapacitated or has a speed of 0.

ACTIONS

Multiattack. The displacer render makes five attacks: one with its bite, two with its claws, and two with its tentacles.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) piercing damage. If the target is Medium or smaller, the target must succeed on a DC 18 Strength saving throw or be knocked prone.

Claws. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage, plus 7 (2d6) bludgeoning damage if the target is prone.

Tentacle. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage plus 4 (1d8) piercing damage.

REACTIONS

Bloody Rampage. When the displacer render takes damage, it makes one attack with its claws or tentacle against a random creature within its reach, other than its master.

ELDER GRAY RENDER

Elder gray render have grown to a massive size and are covered in tougher skin as compared to its normal brethren. These gray renders are incredibly aggressive and will return attacks as long as it is able. In addition, it can unleash a deafening roar that can drain the courage of even the mightiest warriors, rendering them nearly incapacitated for the gray render to rip apart.

YOUNG GRAY RENDER

Young gray renders are created from nodules that burst from the bodies of adult gray renders. They will be abandoned by their parents to fend for themselves, and some may form packs for the first few weeks in order to survive. Eventually, they will live solitary lives, consuming anything edible they come across, until they are mature enough to bond with an intelligent being.

ELDER GRAY RENDER

Huge monstrosity, chaotic neutral

Armor Class 20 (natural armor)
Hit Points 275 (22d12 + 132)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	22 (+6)	4 (-3)	8 (-1)	9 (-1)

Saving Throws Str +12, Con +12
Skills Perception +5
Senses darkvision 60 ft., passive Perception 15
Languages —
Challenge 17 (18,000 XP)

ACTIONS

Multiattack. The gray render makes three attacks: one with its bite and two with its claws.

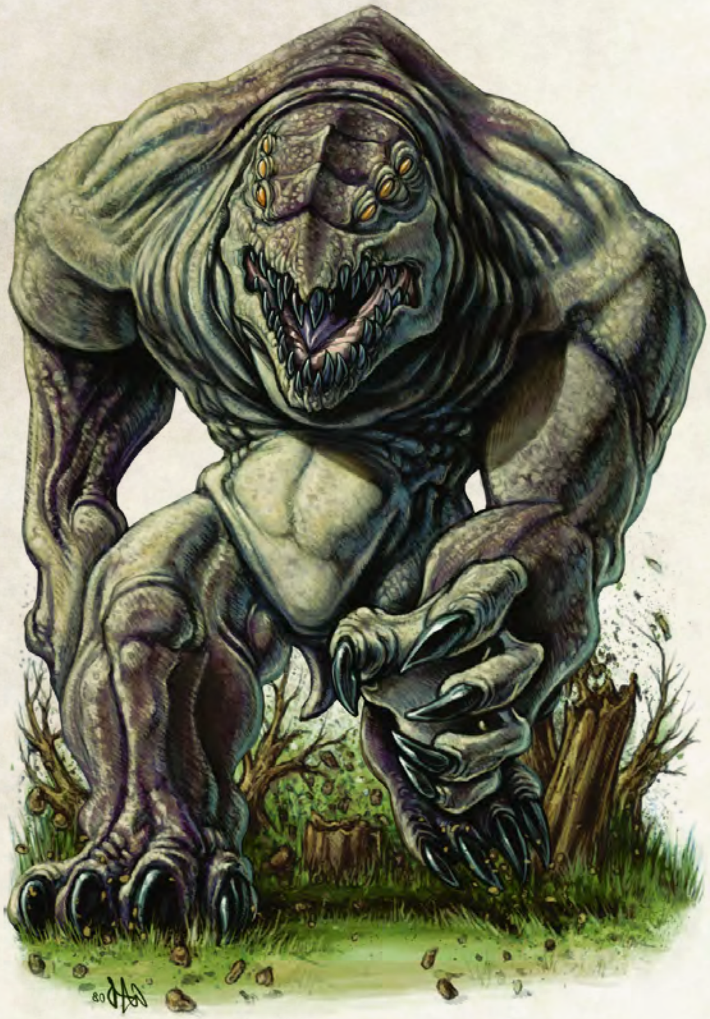
Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 25 (3d12 + 6) piercing damage. If the target is Medium or smaller, the target must succeed on a DC 20 Strength saving throw or be knocked prone.

Claws. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage, plus 10 (3d6) bludgeoning damage if the target is prone.

Harrowing Roar (Recharge 6). The gray render emits a loud, bloodcurdling roar. Each creature, other than its master, within 60 feet of the gray render that can hear the gray render must succeed on a DC 20 Wisdom saving throw or be frightened and deafened for 1 minute. While frightened, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. The creature can repeat the saving throw at the end of each of its turns, ending the effects on itself with a successful save. A target that successfully saves is immune to the Harrowing Roar of all gray renders for the next 24 hours.

REACTIONS

Devastating Rampage. When the gray render takes damage, it makes one attack with its claws against each creature within its reach, other than its master. Each attack is made with disadvantage on the attack roll.



YOUNG GRAY RENDER

Large monstrosity, chaotic neutral

Armor Class 18 (natural armor)
Hit Points 85 (9d10 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	18 (+4)	2 (-4)	5 (-3)	7 (-2)

Skills Perception +0
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 6 (2,300 XP)

ACTIONS

Multiattack. The gray render makes three attacks: one with its bite and two with its claws.

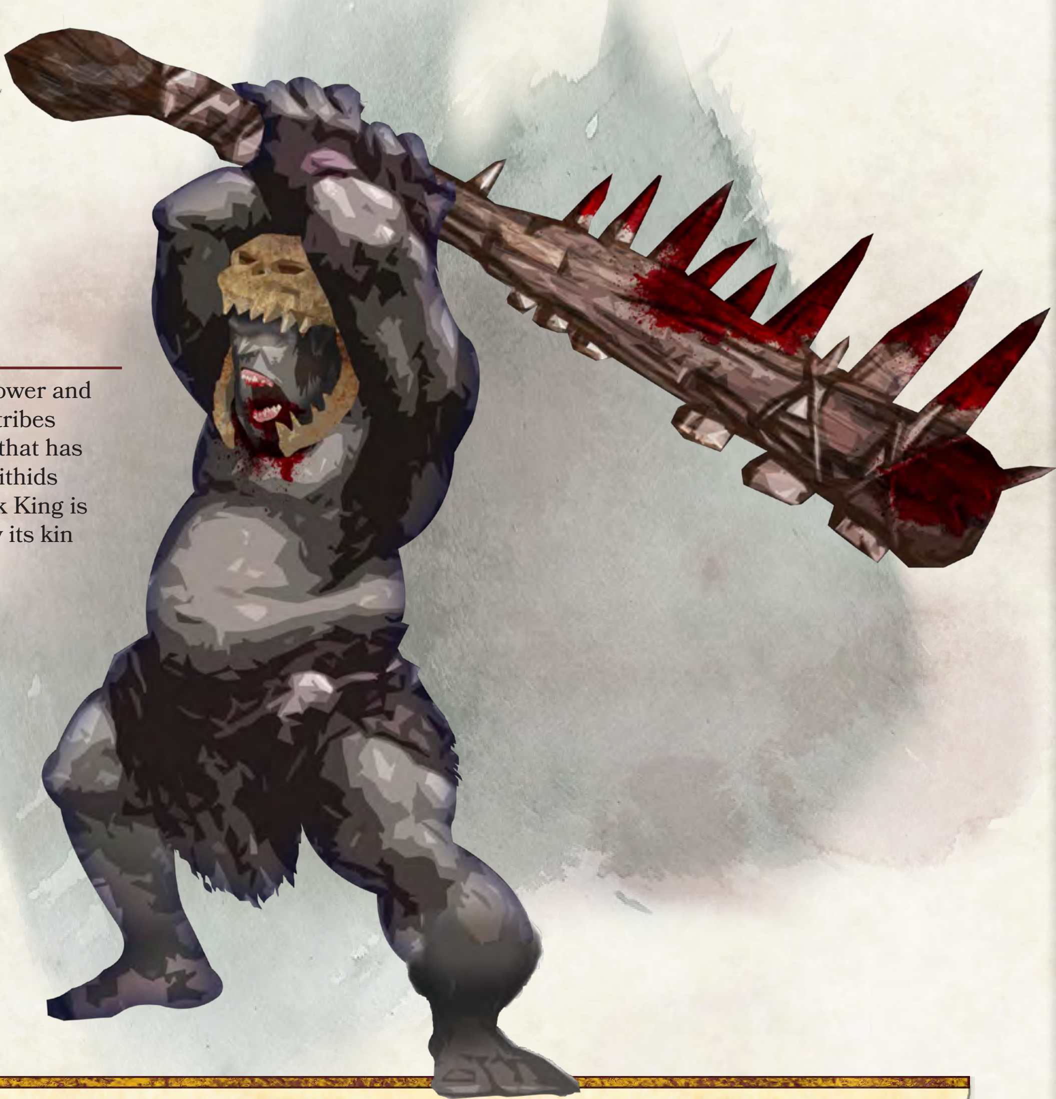
Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage. If the target is Medium or smaller, the target must succeed on a DC 14 Strength saving throw or be knocked prone.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage, plus 5 (2d4) bludgeoning damage if the target is prone.

REACTIONS

Wild Rampage. When the gray render takes damage, it makes one attack with its claws against a random creature within its reach, other than its master. The attack is made with disadvantage on the attack roll.

GRIMLOCKS



GRIMLOCK KING

Very rarely is there a grimlock that rises to power and manages to rule over several other grimlock tribes across the Underdark. Such creature is one that has united its kin against marauding drow and illithids and was able to stave them off. The Grimlock King is a cunning leader that can command and rally its kin against any foe.

GRIMLOCK KING

Medium humanoid (grimlock), chaotic evil

Armor Class 11
Hit Points 119 (14d8 + 56)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	9 (-1)	12 (+1)	8 (-1)

Skills Athletics +8, Perception + 7, Stealth +4
Senses blindsight 30 ft. or 10 ft. while deafened (blind beyond this radius), passive Perception 17
Condition Immunities blinded
Languages Undercommon
Challenge 8 (3,900 XP)

Blind Senses. The grimlock can't use its blindsight while deafened and unable to smell.

Brute. A melee weapon deals one extra die of its damage when the grimlock hits with it (included in the attack).

Keen Hearing and Smell. The grimlock has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Stone Camouflage. The grimlock has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Blood Cry (Recharges after a Short or Long Rest). As a bonus action, the grimlock emits a frenzy-inducing war cry. Each grimlock ally that is within 30 feet of this grimlock, can hear the grimlock, and not already affected by Blood Cry deals an extra 4 (1d8) damage on its weapon damage rolls against any creature that doesn't have all its hit points until the start of the grimlock's next turn.

Skull Thump (1/turn). Once per turn, when the grimlock hits a creature with a great spiked bone club attack and has advantage on the attack roll, it can attempt to stun it. The target must make a DC 16 Constitution saving throw or be stunned until the end of its next turn.

ACTIONS

Multiattack. The grimlock makes two great spiked bone club attacks.

Great Spiked Bone Club. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage plus 5 (2d4) piercing damage.

LEGENDARY ACTIONS

The grimlock can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The grimlock regains spent legendary actions at the start of its turn.

Move. The grimlock moves up to half its speed.
Attack (Costs 2 Actions). The grimlock makes a melee attack.
Command Grimlocks (Costs 1-3 Actions). The grimlock chooses up to three allied grimlocks it can sense within 30 feet of it. If the target can hear the grimlock, the target can use its reaction to make one weapon attack or take the Dash or Hide action. It costs 1 legendary action per target.

GRIMLOCK RAVAGER

Some grimlocks who worship the goddess Shar or Ahrimanes, demon lord of the exiles and wanderers, are sometimes tainted with their essence. These become Ravagers, fearless and savage champions of their deities who live only to wreak havoc and destruction upon their enemies.

GRIMLOCK RAVAGER

Medium humanoid (grimlock), chaotic evil

Armor Class 12 (leather armor)
Hit Points 75 (10d8 + 30)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	8 (-1)	8 (-1)	6 (-2)

Skills Athletics +6, Perception +3, Stealth +3
Senses blindsight 30 ft. or 10 ft. while deafened (blind beyond this radius), passive Perception 13
Condition Immunities blinded, frightened
Languages Undercommon
Challenge 3 (700 XP)

Blind Senses. The grimlock can't use its blindsight while deafened and unable to smell.

Keen Hearing and Smell. The grimlock has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Reckless. At the start of its turn, the grimlock can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Stone Camouflage. The grimlock has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Smite Good (3/day). As a bonus action, the grimlock deals an extra 9 (2d8) necrotic damage when it hits a good-aligned target with a weapon attack.

ACTIONS

Multiattack. The grimlock makes two attacks with its spiked bone club.

Spiked Bone Club. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage plus 2 (1d4) piercing damage.

GRIMLOCK WITCH DOCTOR

Grimlock witch doctors are the priests of Shar or devout worshippers of the demon lord Ahrimanes. They support grimlock war parties and serve as advisors to their chieftains. Witch doctors often have mushroom gardens near the tribe's lair, which they tend and gather stock from for their brews and concoctions.

GRIMLOCK WITCH DOCTOR

Medium humanoid (grimlock), chaotic evil

Armor Class 11
Hit Points 38 (7d8 + 7)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	9 (-1)	14 (+2)	8 (-1)

Skills Perception +6, Religion +1, Stealth +3
Senses blindsight 30 ft. or 10 ft. while deafened (blind beyond this radius), passive Perception 16
Condition Immunities blinded
Languages Undercommon
Challenge 2 (450 XP)

Blind Senses. The grimlock can't use its blindsight while deafened and unable to smell.

Keen Hearing and Smell. The grimlock has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Stone Camouflage. The grimlock has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Spellcasting. The grimlock is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *guidance, poison spray, resistance, thaumaturgy*
1st level (4 slots): *bless, divine favor, healing word, shield of faith*
2nd level (3 slots): *blindness/deafness, enhance ability, magic weapon, spiritual weapon*
3rd level (2 slots): *crusader's mantle, meld into stone, spirit guardians*

ACTIONS

Bone Staff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage, or 3 (1d8 + 2) bludgeoning damage if used with two hands.

REACTIONS

Bloodstrike (Recharges after a Short or Long Rest). The grimlock grants a + 10 bonus to an attack roll made by itself or another grimlock within 30 feet of it against any creature that doesn't have all its hit points. The grimlock can make this choice after the roll is made but before it hits or misses.

GRUNGS

GRUNG HUNTER

The crafty green-skinned grung hunters are skilled archers. Their main role is to hunt for food for the tribe and watch for any intruders that may enter their territory.

GRUNG HUNTER

Small humanoid (grung), lawful evil

Armor Class 12
Hit Points 16 (3d6 + 6)
Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	15 (+2)	10 (+0)	11 (+0)	10 (+0)

Saving Throws Dex +4
Skills Athletics +2, Perception +2, Stealth +4, Survival +2
Damage Immunities poison
Condition Immunities poisoned
Senses passive Perception 12
Languages Grung
Challenge 1/2 (100 XP)

Amphibious. The grung can breathe air and water.

Poisonous Skin. Any creature that grapples the grung or otherwise comes into direct contact with the grung's skin must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. A poisoned creature no longer in direct contact with the grung can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Standing Leap. The grung's long jump is up to 25 feet and its high jump is up to 15 feet, with or without a running start.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or take 5 (2d4) poison damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or take 5 (2d4) poison damage.

GRUNG SHAMAN

Grung shamans serve as the tribe's elder scholars and advisors. They are able to harness and manipute the elements around them and predict the weather, enabling the tribe to make necessary prepartions or adjustments if needed.

GRUNG SHAMAN

Small humanoid (grung), lawful evil

Armor Class 12
Hit Points 44 (8d6 + 16)
Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	15 (+2)	10 (+0)	16 (+3)	11 (+0)

Saving Throws Dex +4
Skills Athletics +2, Perception +5, Stealth +4, Survival +5
Damage Immunities poison
Condition Immunities poisoned
Senses passive Perception 15
Languages Grung
Challenge 2 (450 XP)

Amphibious. The grung can breathe air and water.

Poisonous Skin. Any creature that grapples the grung or otherwise comes into direct contact with the grung's skin must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. A poisoned creature no longer in direct contact with the grung can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

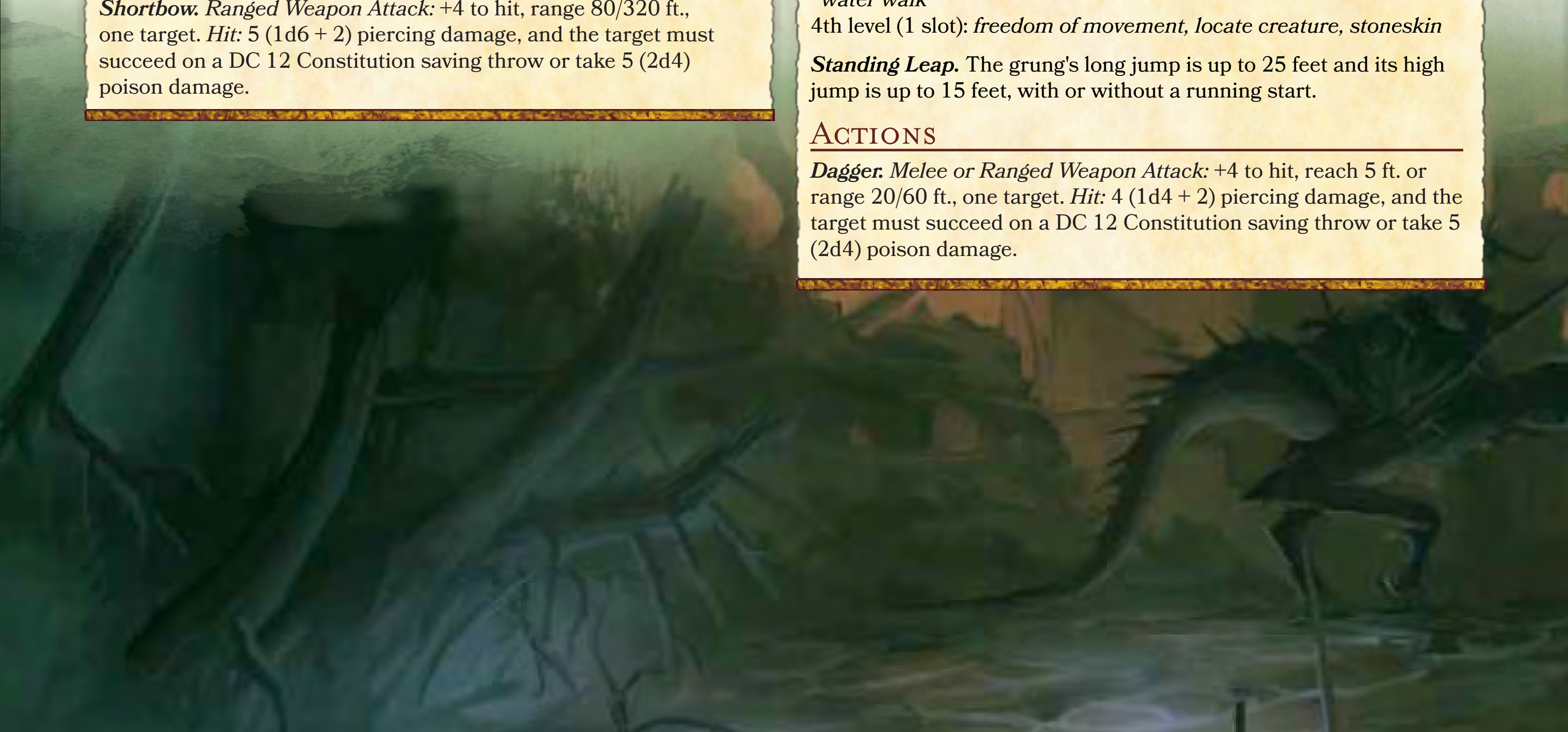
Spellcasting. The grung is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft, poison spray, thorn whip*
1st level (4 slots): *entangle, healing word, thunderwave*
2nd level (3 slots): *darkness, hold person, Melf's acid arrow, spike growth*
3rd level (3 slots): *call lightning, erupting earth, stinking cloud, water walk*
4th level (1 slot): *freedom of movement, locate creature, stoneskin*

Standing Leap. The grung's long jump is up to 25 feet and its high jump is up to 15 feet, with or without a running start.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or take 5 (2d4) poison damage.



GRUNG SORCERER

Grung sorcerers are the tribe's red grung magic-users. While they provide fire, light, and warmth to the village, their primary role is artillery support to grung war parties and capturing slaves.

Just like all other sorcerers, these grungs believe that they are blessed by dragons. As such, mastering the dragon's breath spell is a grung's rite of passage to becoming a full-fledged sorcerer. While they are armed with a variety of other elemental spells, grung sorcerers will almost always choose to cast dragon's breath, just to display their supposed dragon "heritage."

GRUNG SORCERER

Small humanoid (grung), lawful evil

Armor Class 12
Hit Points 22 (4d6 + 8)
Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	15 (+2)	10 (+0)	11 (+0)	14 (+2)

Saving Throws Dex +4
Skills Athletics +2, Perception +2, Stealth +4, Survival +2
Damage Immunities poison
Condition Immunities poisoned
Senses passive Perception 12
Languages Grung
Challenge 1 (200 XP)

Amphibious. The grung can breathe air and water.

Poisonous Skin. Any creature that grapples the grung or otherwise comes into direct contact with the grung's skin must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. A poisoned creature no longer in direct contact with the grung can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Spellcasting. The grung is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *fire bolt, mage hand, shape water, poison spray*
1st level (4 slots): *burning hands, shield, thunderwave*
2nd level (3 slots): *dragon's breath, Maximilian's earthen grasp*

Sorcery Points. The grung has 4 sorcery points. It can spend 1 or more sorcery points to gain one of the following benefits:

Empowered Spell: When the grung rolls damage for a spell, it can spend 1 sorcery point to reroll up to 3 damage dice. It must use the new rolls. It can use Empowered Spell even if it has already used a different Metamagic option during the casting of the spell.

Heightened Spell: When the grung casts a spell that forces a creature to make a saving throw to resist the spell's effects, the grung can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw against the spell.

Standing Leap. The grung's long jump is up to 25 feet and its high jump is up to 15 feet, with or without a running start.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or take 5 (2d4) poison damage.

GRUNG SOVEREIGN

The golden-skinned grung sovereign stands as the leader of its tribe. Not one to shy away from battle, the sovereign leads its grung army with its strong and commanding presence and a trilling battle chirr that spurs and emboldens all grung that hear it.

GRUNG SOVEREIGN

Small humanoid (grung), lawful evil

Armor Class 13
Hit Points 78 (12d6 + 36)
Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	16 (+3)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Dex +4
Skills Athletics +2, Perception +2, Stealth +4, Survival +2
Damage Immunities poison
Condition Immunities poisoned
Senses passive Perception 12
Languages Grung
Challenge 3 (700 XP)

Amphibious. The grung can breathe air and water.

Battle Command. As a bonus action, the grung targets one ally it can see within 30 feet of it. If the target can see or hear the grung, the target can use its reaction to make one melee attack or to take the Dodge or Hide action.

Poisonous Skin. Any creature that grapples the grung or otherwise comes into direct contact with the grung's skin must succeed on a DC 13 Constitution saving throw or become poisoned for 1 minute. A poisoned creature no longer in direct contact with the grung can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Standing Leap. The grung's long jump is up to 25 feet and its high jump is up to 15 feet, with or without a running start.

Battle Chirr (1/Day). As a bonus action, the grung makes a chirring noise that rouses its allies. Each grung ally within 30 feet of this grung and able to hear it gains advantage on attack rolls and saving throws until the end of its next turn.

ACTIONS

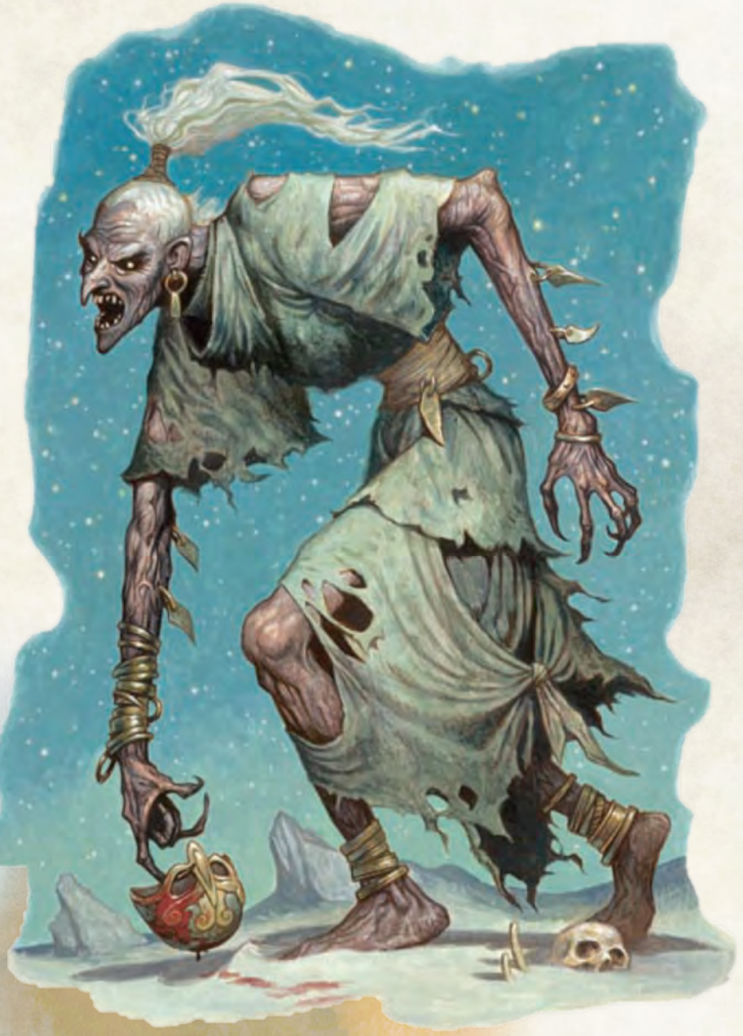
Multiattack. The grung makes two dagger attacks or two longbow attacks. It can use Mesmerizing Chirr in place of one of these attacks.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or take 7 (2d6) poison damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or take 7 (2d6) poison damage.

Mesmerizing Chirr (Recharge 5-6). The grung makes a chirring noise to which grungs are immune. Each humanoid or beast that is within 15 feet of the grung and able to hear it must succeed on a DC 13 Wisdom saving throw or be stunned until the end of the grung's next turn.

Hags



Elder Annis Hag

The elder annis hag has lived for centuries, prolonging her unnatural life by preying on children and young virgins unnoticed, growing stronger and more powerful. She rarely steps out of from her lair deep within the dark forests of a high mountain, sending only her minions, such as hill giants, ogres, and trolls, to descend on nearby villages and towns to capture victims she can torment and later feed on.

The elder annis hag has performed enough evil deeds to secure ties with a dark deity, such as Cegilune. She has become the deity's champion and agent, and has been gifted divine abilities to continue her sinister work.

Annis Hag, Elder

Large fey, chaotic evil

Armor Class 18 (natural armor)
Hit Points 142 (19d10 + 38)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	15 (+2)	14 (+2)	14 (+2)	16 (+3)

Saving Throws Con +6, Wis +6, Cha +7
Skills Deception +7, Intimidation +7, Perception +6
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 16
Languages Common, Giant, Sylvan
Challenge 12 (8,400 XP)

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 15). She can innately cast the following spells, without providing material components:

3/day each: *disguise self* (including the form of a Medium humanoid), *fog cloud*

Spellcasting. The annis is a 17th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15). It has the following paladin spells prepared:

1st level (4 slots): *armor of Agathys, command, compelled duel*
2nd level (3 slots): *branding smite, hold person, magic weapon*
3rd level (3 slots): *bestow curse, blinding smite, dispel magic*
4th level (3 slots): *banishment, death ward, dominate beast*
5th level (1 slot): *cloudkill, destructive wave, dominate person*

Smite (1/Turn). As a bonus action, when the annis hits a creature with a weapon attack, it can expend a 1st level spell slot to deal 9 (2d8) necrotic damage to the target. If the annis expends a spell slot of 2nd level or higher, the extra damage increases by 1d8 for each level above 1st (maximum 5d8).

Actions

Multiattack. The annis makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) slashing damage.

Crushing Hug. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 37 (9d6 + 6) bludgeoning damage, and the target is grappled (escape DC 16) if it is a Large or smaller creature. Until the grapple ends, the target takes 37 (9d6 + 6) bludgeoning damage at the start of each of the hag's turns. The hag can't make claw attacks while grappling a creature in this way.

Despairing Cackle (Recharge 5-6). Each creature within 30 feet of the annis and able to hear the annis must succeed on a DC 15 Wisdom saving throw. On a failed save, the target takes 20 (4d8 + 2) psychic damage, drop whatever it is holding, and become frightened for one minute. While frightened in this way, a creature must take the Dash action and move away from the annis by the safest available route on each of its turns, unless there is nowhere to move, in which case it needn't take the Dash action. If the creature ends its turn in a location where it doesn't have line of sight to the annis, the creature can repeat the saving throw. On a success, the effect ends. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the annis's Despairing Cackle for the next 24 hours.

Elder Bheur Hag

The elder hag has acquired immeasurable power throughout centuries, maintaining its life unnaturally by feasting on mortals. It now wields an elder graystaff, a more powerful version of her previous staff, which allows her to cast more spells. In addition, she is able to emit a bloodchilling cackle that makes anyone hearing it susceptible to her cold spells.

Bheur Hag, Elder

Medium fey, chaotic evil

Armor Class 18 (natural armor)
Hit Points 172 (23d8 + 69)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	14 (+2)	14 (+2)	16 (+3)

Saving Throws Dex +7, Con +7, Wis +6
Skills Nature +6, Perception +6, Stealth +7, Survival +6
Damage Immunities cold
Senses darkvision 60 ft., passive Perception 16
Languages Auran, Common, Giant
Challenge 12 (8,400 XP)

Elder Graystaff Magic. The hag carries a graystaff, a length of gray wood that is a focus for her inner power. She can ride the staff as if it were a broom of flying. While holding the staff, she can cast additional spells with her Innate Spellcasting trait (these spells are marked with an asterisk). If the staff is lost or destroyed, the hag must craft another, which takes a year and a day. Only a bheur hag can use a graystaff.

Ice Walk. The hag can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost her extra movement.

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). She can innately cast the following spells, without providing material components:

At will: *armor of Agathys,* hold person,* ray of frost* (3d8 damage), *sleet storm*, Snilloc's snowball swarm**
3/day each: *cone of cold,* ice storm,* investiture of ice*, wall of ice**
1/day: *control weather*

Actions

Multiattack. The hag makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage plus 7 (2d6) cold damage.

Maddening Feast. The hag feasts on the corpse of one enemy within 5 feet of her that died within the past minute. Each creature of the hag's choice that is within 60 feet of her and able to see her must succeed on a DC 15 Wisdom saving throw or be frightened of her for 1 minute. While frightened in this way, a creature is incapacitated, can't understand what others say, can't read, and speaks only in gibberish; the DM controls the creature's movement, which is erratic. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the hag's Maddening Feast for the next 24 hours.

Numbing Cackle (Recharge 5-6). The hag makes a chilling cackle. Each creature that isn't immune to cold within 30 feet of the hag and able to hear the hag must succeed on a DC 15 Constitution saving throw. On a failed save, a target becomes vulnerable to cold, its speed is halved, it can't take reactions, and it can take either an action or a bonus action on its turn, not both. The effects last for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, a creature takes half as much damage and suffers no other effects.

Black Hag

Medium fey, chaotic evil

Armor Class 16 (natural armor)
Hit Points 84 (13d8 + 26)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	14 (+2)	16 (+3)	14 (+2)

Skills Arcana + 4, Deception +4, Perception +5, Religion +4
Damage Resistances acid, necrotic, poison
Senses darkvision 60 ft., passive Perception 15
Languages Abyssal, Common
Challenge 4 (1,100 XP)

Spider Climb. The hag can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

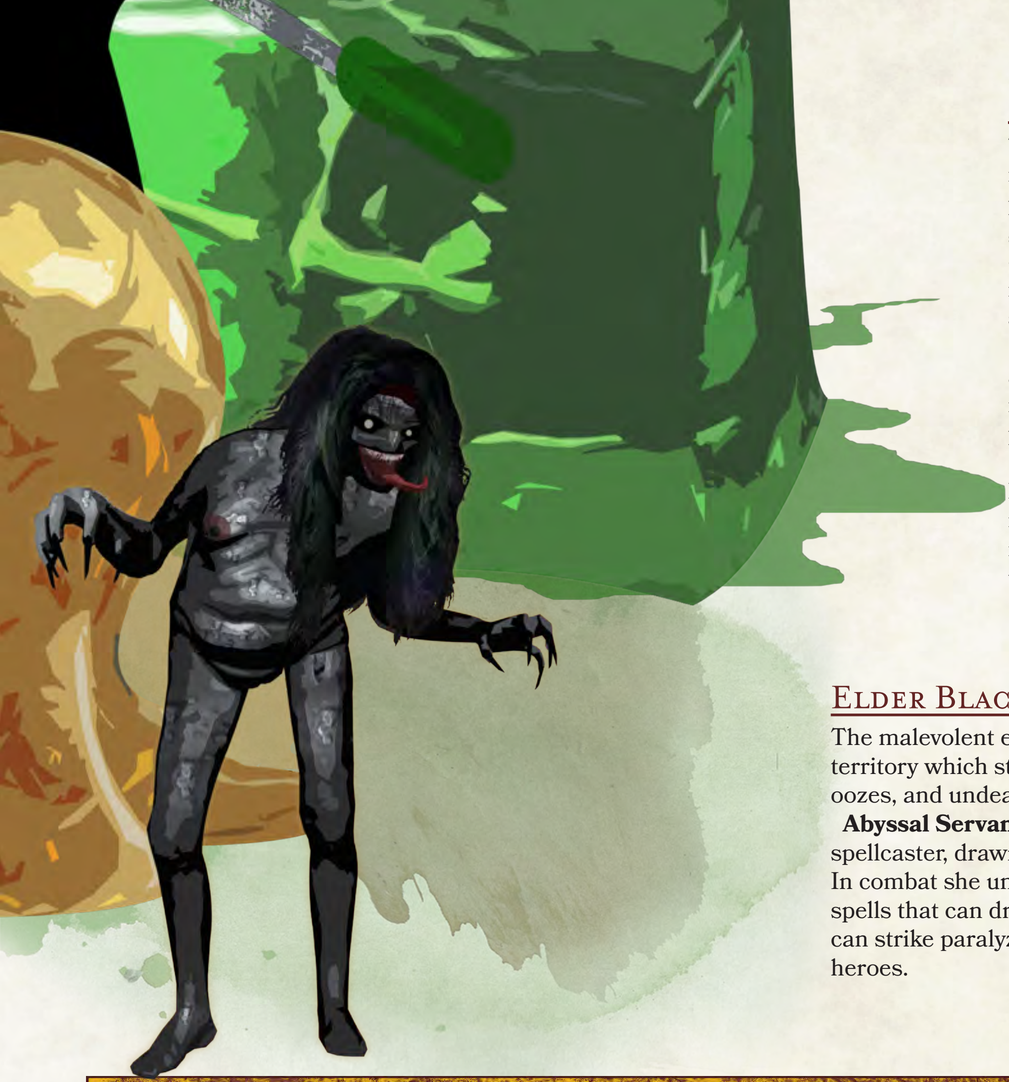
Innate Spellcasting. The hag's innate spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). She can innately cast the following spells, without providing material components:

1/day each: *animate dead, enervation, negative energy flood*

Actions

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 +3) slashing damage, and if the target is a creature, it must succeed on a DC 12 Constitution saving throw. The target takes 33 (4d8 + 15) necrotic damage on a failed save, or half as much damage on a successful one. A humanoid killed by this rises at the start of the hag's next turn as a zombie that is permanently under the hag's command, following her verbal orders to the best of its ability.

Change Shape. The hag magically polymorphs into a Small or Medium female humanoid, or back into her true form. Her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.



Black Hag

The black hag is a disgusting and horrid looking monster. She has wild wiry hair that (thankfully) partially covers her grotesque face, and her grayish-black skin is riddled with warts and puss. She prefers to live in the dark recesses of caves in the gloomiest forests or most treacherous swamps.

Demonic Disciple. The black hag is often a worshiper of either Juiblex or Orcus, and is normally found in the company of oozes, jellies, puddings, and various undead creatures.

Claws of Death. The black hag has tough iron-like claws that can rend through armor and deal necrotic damage. Those unfortunate to die from it will rise as an undead creature, permanently under the control of the hag.

Elder Black Hag

The malevolent elder black hag reigns within its dark, twisted territory which stretches for miles and is now overrun with slimes, oozes, and undead creatures.

Abyssal Servant. The elder black hag is powerful divine spellcaster, drawing her powers from the abyssal demon princes. In combat she unleashes an assortment of powerful necromantic spells that can drain the life out of her foes. Her horrifying cackle can strike paralyzing fear at the heart of even the bravest of heroes.

Black Hag, Elder

Medium fey, chaotic evil

Armor Class 16 (natural armor)
Hit Points 165 (22d8 + 66)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	14 (+2)	20 (+5)	14 (+2)

Skills Arcana + 6, Deception +6, Perception +9, Religion +6
Damage Resistances acid, necrotic, poison
Senses darkvision 60 ft., passive Perception 19
Languages Abyssal, Common
Challenge 11 (7,200 XP)

Spider Climb. The hag can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Innate Spellcasting. The hag's innate spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). She can innately cast the following spells, without providing material components:

3/day each: *animate dead, enervation, negative energy flood*
1/day: *Abi-Dhalzim's horrid wilting*

Spellcasting. The hag is a 13th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *guidance, mending, resistance, toll the dead, thaumaturgy*
1st level (4 slots): *bane, false life, inflict wounds, ray of sickness*
2nd level (3 slots): *blindness/deafness, gentle repose, hold person, ray of enfeeblement*
3rd level (3 slots): *bestow curse, dispel magic, vampiric touch*
4th level (3 slots): *banishment, blight, death ward*
5th level (2 slots): *antilife shell, cloudkill, contagion*
6th level (1 slot): *harm*
7th level (1 slot): *symbol*

Actions

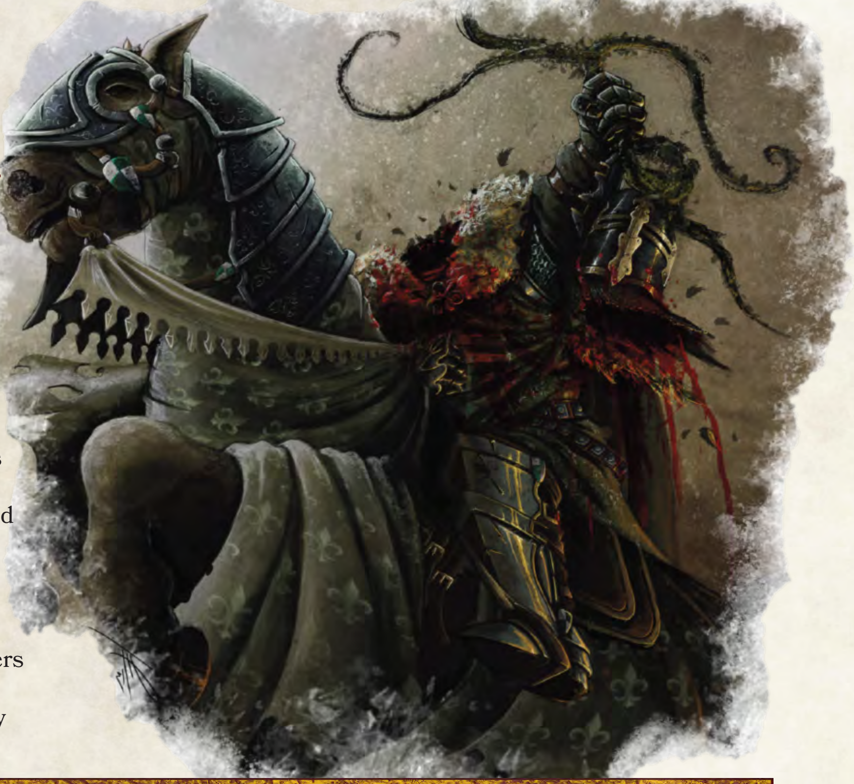
Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 +3) slashing damage, and if the target is a creature, it must succeed on a DC 15 Constitution saving throw. The target takes 61 (7d8 + 30) necrotic damage on a failed save, or half as much damage on a successful one. A humanoid killed by this rises at the start of the hag's next turn as a ghoul that is permanently under the hag's command, following her verbal orders to the best of its ability.

Change Shape. The hag magically polymorphs into a Small or Medium female humanoid, or back into her true form. Her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

Horrifying Cackle (Recharge 5-6). Each creature that isn't undead or an ooze within 30 feet of the hag and able to hear the hag must succeed on a DC 15 Wisdom saving throw. On a failed save, the target takes 23 (4d8 + 5) psychic damage and is frightened for one minute. If a creature fails its saving throw by 5 or more, the creature is paralyzed while frightened for the same duration. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the hag's Horrifying Cackle for the next 24 hours.

HEADLESS HORSEMAN

HEADLESS HORSEMAN



No one truly knows where the legendary headless horseman came from. It is commonly said though that the creature first rose from the decapitated corpse of a disgraced knight that was animated by a night hag. As part of the ritual to bind it in servitude, the corpse's head is kept and hidden by the animator. What rises is an evil undead creature imbued with the spirit of vengeance and destruction. The headless horseman is a relentless avenger that will tirelessly hunt its target. The headless horseman retains the armor it wore in life, sans the helm. In place of its head is a jack o' lantern that burns with abyssal fire.

Relentless Avenger. The headless horseman can be summoned or controlled by its animator as long as it keeps possession of the head. While the horseman is bound in servitude, it must follow the commands of its animator without question. A headless horseman that regains possession of its head will immediately attack its animator until it is slain. If there are others creatures the horseman still needs to seek vengeance on, it will seek them out and kill them. Only after all are dead will it finally return to rest.

HEADLESS HORSEMAN

Medium undead, neutral evil

Armor Class 20 (plate, shield)
Hit Points 110 (13d8 + 52)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	18 (+4)	11 (+0)	14 (+2)	16 (+3)

Saving Throws Str +8, Dex +4
Damage Immunities necrotic, poison
Condition Immunities exhaustion, frightened, poisoned
Senses darkvision 120 ft., passive Perception 12
Languages Abyssal, Common
Challenge 11 (7,200)

Magic Resistance. The headless horseman has advantage on saving throws against spells and other magical effects.

Regeneration. The headless horseman regains 10 hit points at the start of its turn. If the headless horseman takes fire or radiant damage, this trait doesn't function at the start of the headless horseman's next turn. The headless horseman dies only if it starts its turn with 0 hit points and doesn't regenerate.

Relentless Avenger. When the headless horseman hits a creature with an opportunity attack, it can move up to half its speed immediately after the attack as part of the same reaction. The move doesn't provoke opportunity attacks.

Turn Immunity. The headless horseman is immune to effects that turn undead.

Vengeful Tracker. The headless horseman knows the distance to and direction of any creature against which it seeks revenge, even if the creature and the headless horseman are on different planes of existence. If the creature being tracked by the headless horseman dies, the headless horseman knows.

Smite (1/Turn). As a bonus action, when the headless horseman hits a creature with a weapon attack, it can expend a 1st level spell slot to deal 9 (2d8) radiant or necrotic damage to the target. If the headless horseman expends a spell slot of 2nd level or higher, the extra damage increases by 1d8 for each level above 1st (maximum 5d8).

Spellcasting. The headless horseman is a 13th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It has the following paladin spells prepared:

1st level (4 slots): *bane, hunter's mark, wrathful smite*
2nd level (3 slots): *branding smite, hold person, misty step*
3rd level (3 slots): *blinding smite, haste*
4th level (1 slot): *dimension door*

Horrific Laugh (Recharge 5-6). As a bonus action, the headless horseman emits a terrifying, bloodcurdling laugh. Each creature within 120 feet of the headless horseman that can hear the headless horseman must succeed on a DC 16 Wisdom saving throw or be frightened. If the saving throw fails by 5 or more, the creature also gains 1 level of exhaustion. The creature can repeat the saving throw at the end of each of its turns, ending the effects on itself with a successful save. A target that successfully saves is immune to the Horrific Laugh of the headless horseman for the next 24 hours.

ACTIONS

Multiattack. The headless horseman makes two melee attacks.

Longsword. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands, plus 9 (2d8) necrotic damage. If the target is a creature against which the headless horseman has sworn vengeance, the target takes an extra 9 (2d8) slashing damage.

Jack-o'-Lantern (1/Day). The headless horseman hurls an abyssal jack-o'-lantern that explodes at a point it can see within 60 feet of it. Each creature in a 20-foot radius sphere centered on that point must succeed on a DC 15 Dexterity saving throw. The sphere spreads around corners. A creature takes 21 (6d6) fire damage and 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.

REACTIONS

Parry. The headless horseman adds 3 to its AC against one melee attack that would hit it. To do so, the headless horseman must see the attacker and be wielding a melee weapon.

HOBGOBLIN BLADEBEARER

Medium humanoid (goblinoid), lawful evil

Armor Class 17 (half plate)
Hit Points 27 (5d8 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	10 (+0)	10 (+0)	9 (-1)

Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin
Challenge 2 (450 XP)

Martial Advantage (1/Turn). The hobgoblin can deal an extra 10 (3d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin and that ally isn't incapacitated.

ACTIONS

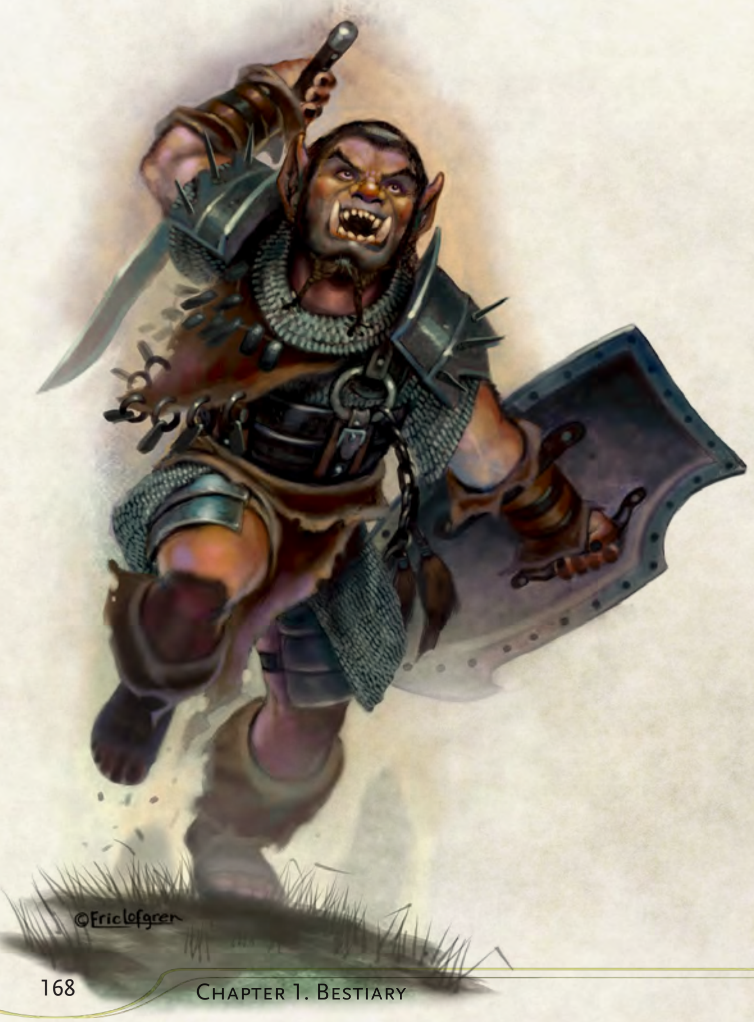
Multiattack. The hobgoblin makes three melee weapon attacks: two with its longsword and one with its dagger.

Longsword. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

REACTIONS

Parry. The hobgoblin adds 2 to its AC against one melee attack that would hit it. To do so, the hobgoblin must see the attacker and be wielding a melee weapon.



HOBGOBLINS

HOBGOBLIN BLADEBEARER

Hobgoblin bladebearers stand just behind the pikemen and goblin underlings in a military formation. Extremely deadly with a longsword and their dagger, bladebearers can strike their opponents three times before they can react.

HOBGOBLIN MARSHAL

The hobgoblin marshal, who reports directly to a general or king, is a highly skilled battlefield tactician that can improve the efficiency of any batallion it commands. Its ability to manuever allies, give orders, redirect attacks, and rally its troops make it a dangerous adversary if left alone.

HOBGOBLIN MARSHAL

Medium humanoid (goblinoid), lawful evil

Armor Class 19 (splint, shield)
Hit Points 71 (11d8 + 22)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	12 (+1)	10 (+0)	12 (+1)

Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin
Challenge 5 (1,800 XP)

Marshal Allies. Unless the hobgoblin is incapacitated, it and creatures of its choice within 30 feet of it have advantage on saving throws against being frightened.

Martial Advantage (1/Turn). The hobgoblin can deal an extra 14 (4d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin and that ally isn't incapacitated.

Rallying Cry (1/Day). Each creature of the hobgoblin's choice that is within 30 feet of it, can hear it, and not already affected by Rallying Cry gain advantage on attack rolls and saving throws until the start of the hobgoblin's next turn. The hobgoblin can then make one attack as a bonus action.

ACTIONS

Multiattack. The hobgoblin makes two longsword attacks. The hobgoblin can use Command in place of one longsword attack.

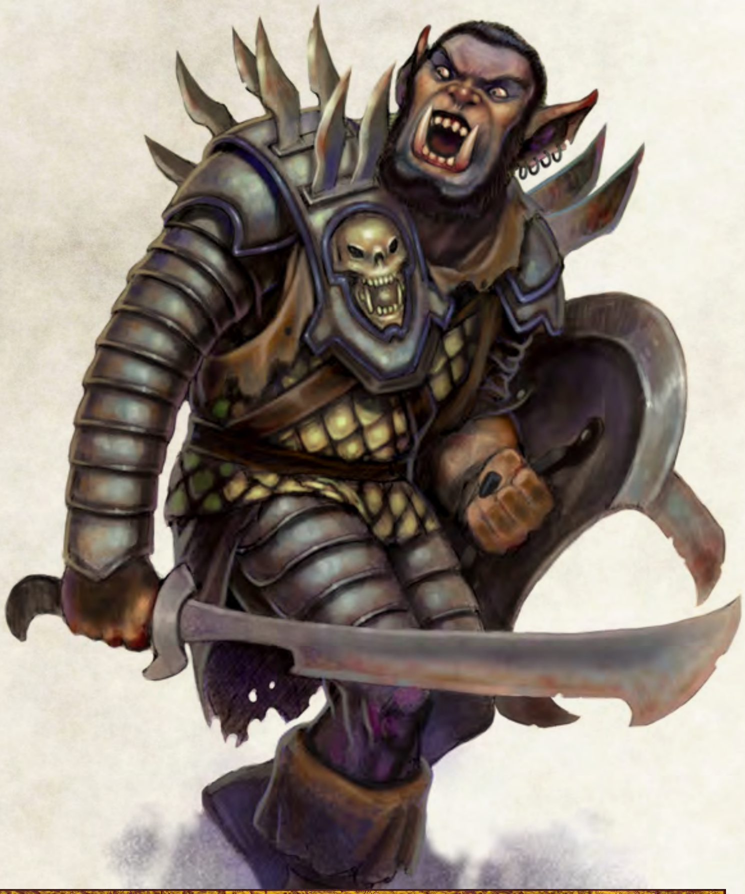
Longsword. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Command. The hobgoblin targets one ally it can see within 30 feet of it. If the target can see and hear the hobgoblin, the target can make one weapon attack as a reaction.

Maneuver Allies (Recharge 5-6). Up to four allies within 60 feet of this hobgoblin that can hear it can each use their reaction to move up to half their speed without provoking opportunity attacks.

REACTIONS

Directed Strike (3/day). When a creature the hobgoblin can see within 30 feet of it makes an attack roll, and the creature can hear the hobgoblin, the hobgoblin grants advantage to that roll.



HOBGOBLIN KING

The hobgoblin king is a shrewd, calculating general who rose from the ranks of soldiers and won favor from the goblin deity Maglubiyet. Now he is revered by almost all goblinoids, and can command all goblinoid armies within its region.

Physically imposing and a true master in the art of war, the hobgoblin king commands its allies with both confidence and brutal efficiency.

HOBGOBLIN KING

Medium humanoid (goblinoid), lawful evil

Armor Class 18 (plate)
Hit Points 150 (20d8 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	14 (+2)	12 (+1)	16 (+3)

Saving Throws Con +7, Int +6, Wis +5, Cha +7
Senses darkvision 60 ft., passive Perception 11
Languages Common, Goblin
Challenge 11 (7,200 XP)

Aura of Fervor. An ally that is within 30 feet of the hobgoblin and can see and hear the hobgoblin has advantage to saving throws against being charmed and frightened, and all attack rolls against enemies within 30 feet of the hobgoblin, provided that the hobgoblin isn't incapacitated.

Indomitable (2/Day). The hobgoblin rerolls a failed save. It must use the new roll.

Martial Advantage (1/Turn). The hobgoblin can deal an extra 17 (5d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin and that ally isn't incapacitated.

ACTIONS

Multiattack. The hobgoblin makes three greatsword attacks. It can use Maneuver Allies, Hold the Line, or Unleash Hell in place of one of these attacks, if available.

Greatsword. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Maneuver Allies (Recharge 5-6). Up to four allies within 60 feet of this hobgoblin that can hear it can each use their reaction to move up to half their speed without provoking opportunity attacks.

Hold the Line! (1/Day). The hobgoblin targets each nonhostile creature of its choice that is within 60 feet of it, can hear it, is within 5 feet of an ally of the hobgoblin and that ally isn't incapacitated and not already affected by Hold the Line. Until the end of the hobgoblin's next turn, creatures provoke an opportunity attack from the target when they move 5 feet or more while within the target's reach, and if the target hits a creature with an opportunity attack, the creature's speed is reduced to 0 until the end of the current turn.

Unleash Hell! (1/Day). Up to 6 nonhostile creatures of the hobgoblin's choice that is within 60 feet of it, can hear it, and not already affected by Unleash Hell can use their reaction to move up to half their speed and make one weapon attack.

LEGENDARY ACTIONS

The hobgoblin can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The hobgoblin regains spent legendary actions at the start of its turn.

Move. The hobgoblin moves up to half its speed.
Greatsword (Costs 2 Actions). The hobgoblin makes a greatsword attack.
Tactical Edge (Cost 2 Actions). Roll a d6 for the hobgoblin. The number rolled on the die is subtracted from the next attack roll made against the hobgoblin or an ally of its choice within the next minute.
Command Allies (Costs 1-3 Actions). The hobgoblin chooses up to 3 allies it can see within 60 feet of it. If the target can see and hear the hobgoblin, the target can use its reaction to make one weapon attack. It costs 1 legendary action per target.

REACTIONS

General's Guidance (5/day). When a creature the hobgoblin can see within 30 feet of it makes an attack roll or saving throw, and the creature can hear the hobgoblin, the hobgoblin grants advantage to that roll.

HOBGOBLIN PIKEMAN

Pikemen form the second line of a goblinoid army, standing just behind the goblin ranks that hobgoblins use as fodder. Pikemen act as the first line of defense against cavalry and also serve to prod the mostly unwilling goblins into battle.

HOBGOBLIN PIKEMAN

Medium humanoid (goblinoid), lawful evil

Armor Class 16 (chain mail)
Hit Points 16 (3d8 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	9 (-1)

Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin
Challenge 1 (200 XP)

Martial Advantage (1/Turn). The hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin and that ally isn't incapacitated.

ACTIONS

Pike. *Melee Weapon Attack*: +4 to hit, reach 10 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

REACTIONS

Protection. When an attacker the hobgoblin can see makes an attack roll against a creature within 5 feet of the hobgoblin, the hobgoblin can impose disadvantage on the attack roll.

HOBGOBLIN VANGUARD

Wearing full plate mail armor and shield, the dreaded hobgoblin vanguard is an intimidating sight to the enemy frontlines. Any who dare engage it will find themselves unable to escape from its threat range.

HOBGOBLIN VANGUARD

Medium humanoid (goblinoid), lawful evil

Armor Class 20 (plate, shield)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	10 (+0)	11 (+0)	12 (+1)

Saving Throws Str +7, Dex +4, Con +6
Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin
Challenge 7 (2,900 XP)

Indomitable (2/Day). The hobgoblin rerolls a failed save. It must use the new roll.

Martial Advantage (1/Turn). The hobgoblin can deal an extra 14 (4d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin and that ally isn't incapacitated.

Punish the Marked (1/Turn). As a bonus action, the hobgoblin can make a melee weapon attack against a creature marked by it if the creature dealt damage to anyone other than the hobgoblin during the last turn. The hobgoblin's melee weapon attack has advantage on the attack roll, and if it hits, the attack's weapon deals an extra 7 (2d6) damage to the target.

Threatening. Creatures provoke an opportunity attack from the hobgoblin when they move 5 feet or more while within the hobgoblin's reach, and if the hobgoblin hits a creature with an opportunity attack, the target's speed is reduced to 0 until the end of the current turn.

ACTIONS

Multiattack. The hobgoblin makes three longsword attacks.

Longsword. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands, and the target is marked until the end of the hobgoblin's next turn. This effect ends early if the hobgoblin is incapacitated or it dies, or if someone else marks the target. While it is within 5 feet of the hobgoblin, a creature marked by the hobgoblin has disadvantage on any attack roll that doesn't target the hobgoblin.

REACTIONS

Parry. The hobgoblin adds 3 to its AC against one melee attack that would hit it. To do so, the hobgoblin must see the attacker and be wielding a melee weapon.

HOBGOBLIN SERGEANT

The hobgoblin sergeant, who reports to a marshal, is a skilled swordsman and leader that can provide sound tactical commands and manuevers. They are normally encountered leading small war bands or commanding guards in an outpost, barracks, or dungeon.

HOBGOBLIN SHARPSHOOTER

Hobgoblin sharpshooters are the most skilled and highly trained archers of the hobgoblin army. They are normally sent on assassination missions to take out opposing army generals and officers or placed as deadly sentries on high vantage points such as treetops and cliff ledges to guard contested territories and borders.

HOBGOBLIN SERGEANT

Medium humanoid (goblinoid), lawful evil

Armor Class 18 (chain mail, shield)
Hit Points 32 (5d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	10 (+0)	10 (+0)	9 (-1)

Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin
Challenge 2 (450 XP)

Martial Advantage (1/Turn). The hobgoblin can deal an extra 10 (3d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin and that ally isn't incapacitated.

ACTIONS

Multiattack. The hobgoblin makes two longsword attacks or two longbow attacks. The hobgoblin can use Command in place of one of these attacks.

Longsword. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Command. The hobgoblin targets one ally it can see within 30 feet of it. If the target can see and hear the hobgoblin, the target can make one weapon attack as a reaction.

Maneuver Allies (Recharge 5-6). Up to four allies within 60 feet of this hobgoblin that can hear it can each use their reaction to move up to half their speed without provoking opportunity attacks.

HOBGOBLIN SHARPSHOOTER

Medium humanoid (goblinoid), lawful evil

Armor Class 16 (studded leather)
Hit Points 55 (10d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	12 (+1)	10 (+0)	12 (+1)	9 (-1)

Skills Perception +3, Survival +3
Senses darkvision 60 ft., passive Perception 13
Languages Common, Goblin
Challenge 3 (700 XP)

Lightfooted. The hobgoblin can take the Dash or Disengage action as a bonus action on each of its turns.

Sharpshooter. The hobgoblin's ranged weapon attacks ignore half cover and three-quarters cover and attacking at long range doesn't impose disadvantage on the hobgoblin's ranged weapon attack rolls.

Steady Aim (3/Day). As a bonus action, the hobgoblin takes careful aim at a creature it can see within range of its ranged weapon. Until the end of its turn, the hobgoblin deals an an extra 7 (2d6) damage with each of its ranged weapon attacks against the target.

Martial Advantage (1/Turn). The hobgoblin can deal an extra 10 (3d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin and that ally isn't incapacitated.

ACTIONS

Multiattack. The hobgoblin makes two shortsword attacks or two longbow attacks.

Shortsword. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

HOWLER

HOWLER PACK LORD

The terrifying and cunning howler pack lord leads its kind to successful hunts, able to command its followers to make coordinated attacks.

Poisonous Quills. In addition to the normal abilities of a typical howler, the pack lord has grown to an immense size, its venomous quills now providing an extra layer of defense to any that might get too close to it.

HOWLER PACK LORD

Huge fiend, chaotic evil

Armor Class 17 (natural armor)
Hit Points 168 (16d12 + 64)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	19 (+4)	6 (-2)	22 (+6)	8 (-1)

Skills Perception +10
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities frightened
Senses darkvision 60 ft., passive Perception 20
Languages understands Abyssal
Challenge 12 (8,400 XP)

Pack Lord's Command. As a bonus action, the howler targets one allied howler it can see within 30 feet of it. If the target can see or hear the howler, the target can use its reaction to move up to half its speed and make one melee attack or take the Dash action.

Pack Tactics. A howler has advantage on attack rolls against a creature if at least one of the howler' s allies is within 5 feet of the creature and the ally isn't incapacitated.

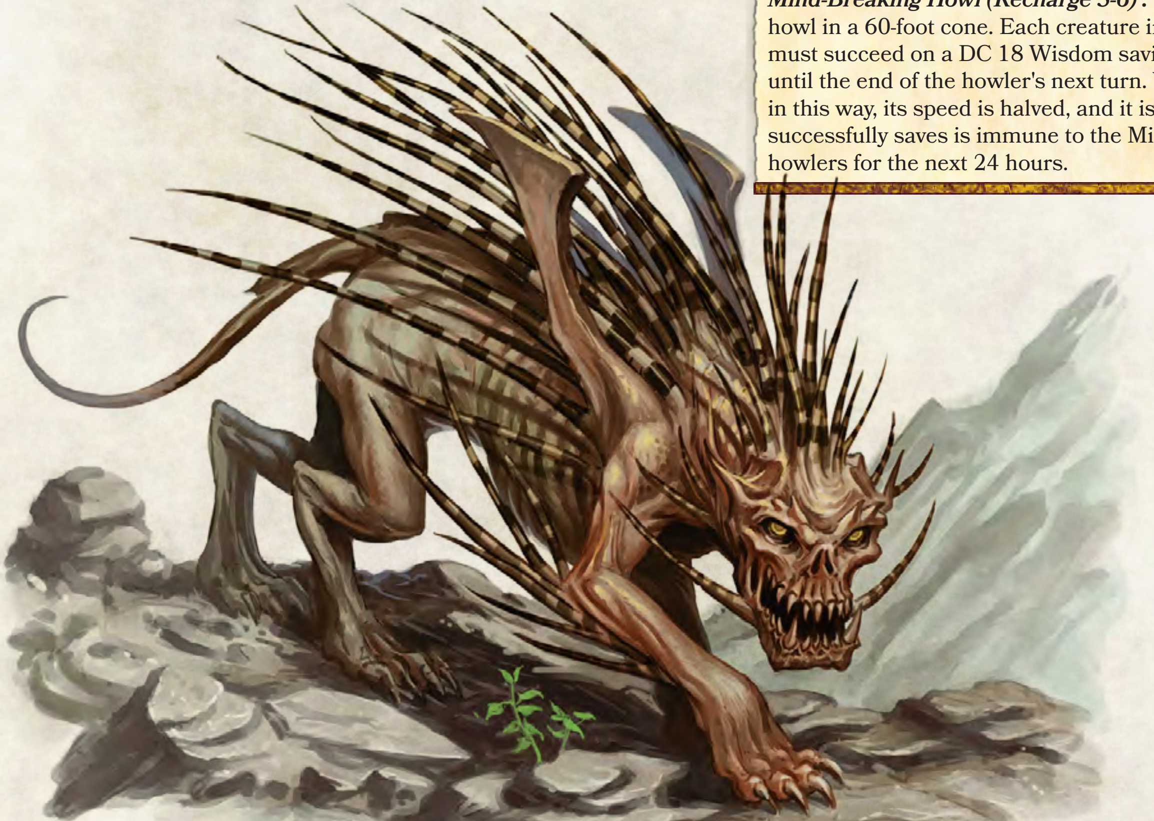
Poisonous Quills. A creature that touches the howler or hits it with a melee attack while within 5 feet of it gets pricked by a quill and takes 4 (1d8) piercing damage and must succeed on a DC 16 Constitution saving throw or become poisoned until a creature takes an action to remove the quill.

ACTIONS

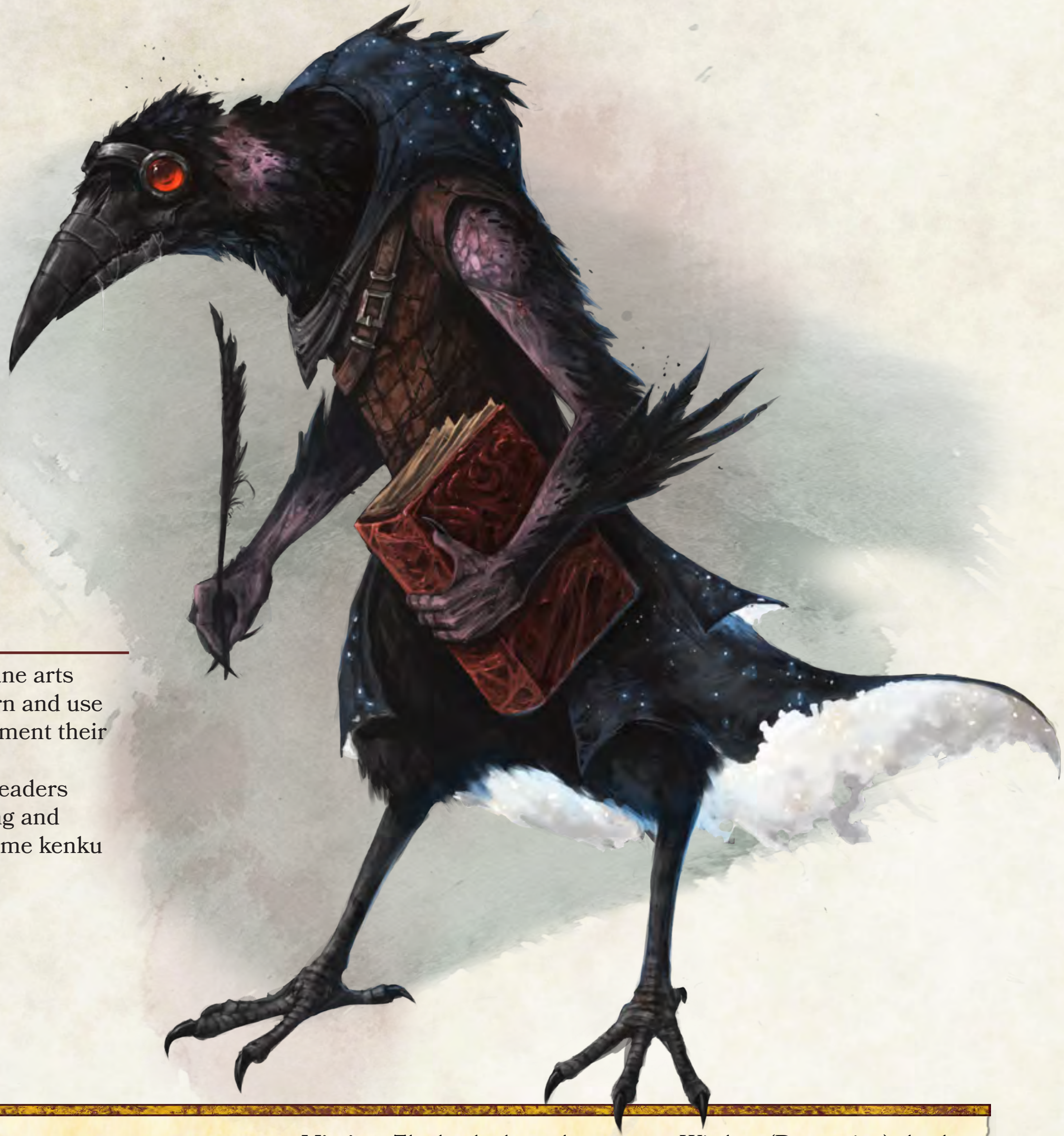
Multiattack. The howler makes two bite attacks.

Rending Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage, plus 27 (5d10) psychic damage if the target is frightened. This attack ignores damage resistance.

Mind-Breaking Howl (Recharge 5-6) . The howler emits a keening howl in a 60-foot cone. Each creature in that area that isn't deafened must succeed on a DC 18 Wisdom saving throw or be frightened until the end of the howler's next turn. While a creature is frightened in this way, its speed is halved, and it is incapacitated. A target that successfully saves is immune to the Mind-Breaking Howl of all howlers for the next 24 hours.



KENKUS



KENKU ARCANE TRICKSTER

Kenku who have an inclination to the arcane arts often become arcane tricksters. They learn and use their wizard spells to enhance and compliment their rogue craft.

Kenku arcane tricksters are the natural leaders of any kenku gang because of their cunning and intellectual superiority, and naturally become kenku ganglords.

KENKU ARCANE TRICKSTER

Medium humanoid (kenku), chaotic neutral

Armor Class 15 (studded leather)
Hit Points 77 (14d8 + 14)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-2)	16 (+3)	12 (+1)	18 (+4)	11 (+0)	10 (+0)

Skills Arcana +7, Deception +6, Perception +3, Stealth +9
Senses darkvision 60 ft., passive Perception 13
Languages Understands Auran and Common but speaks only through the use of its Mimicry trait
Challenge 6 (2,300 XP)

Ambusher. The kenku has advantage on attack rolls against any creature it has surprised.

Cunning Action. On each of its turns, the drow can use a bonus action to take the Dash, Disengage, or Hide action.

Distracting Hand. As a bonus action, while the kenku has the Mage Hand spell active, it can designate a creature within 5 feet of the spectral hand. The kenku has advantage on its attack rolls against that creature until the end of the turn.

Mimicry. The kenku has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Evasion. If the kenku is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the kenku instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

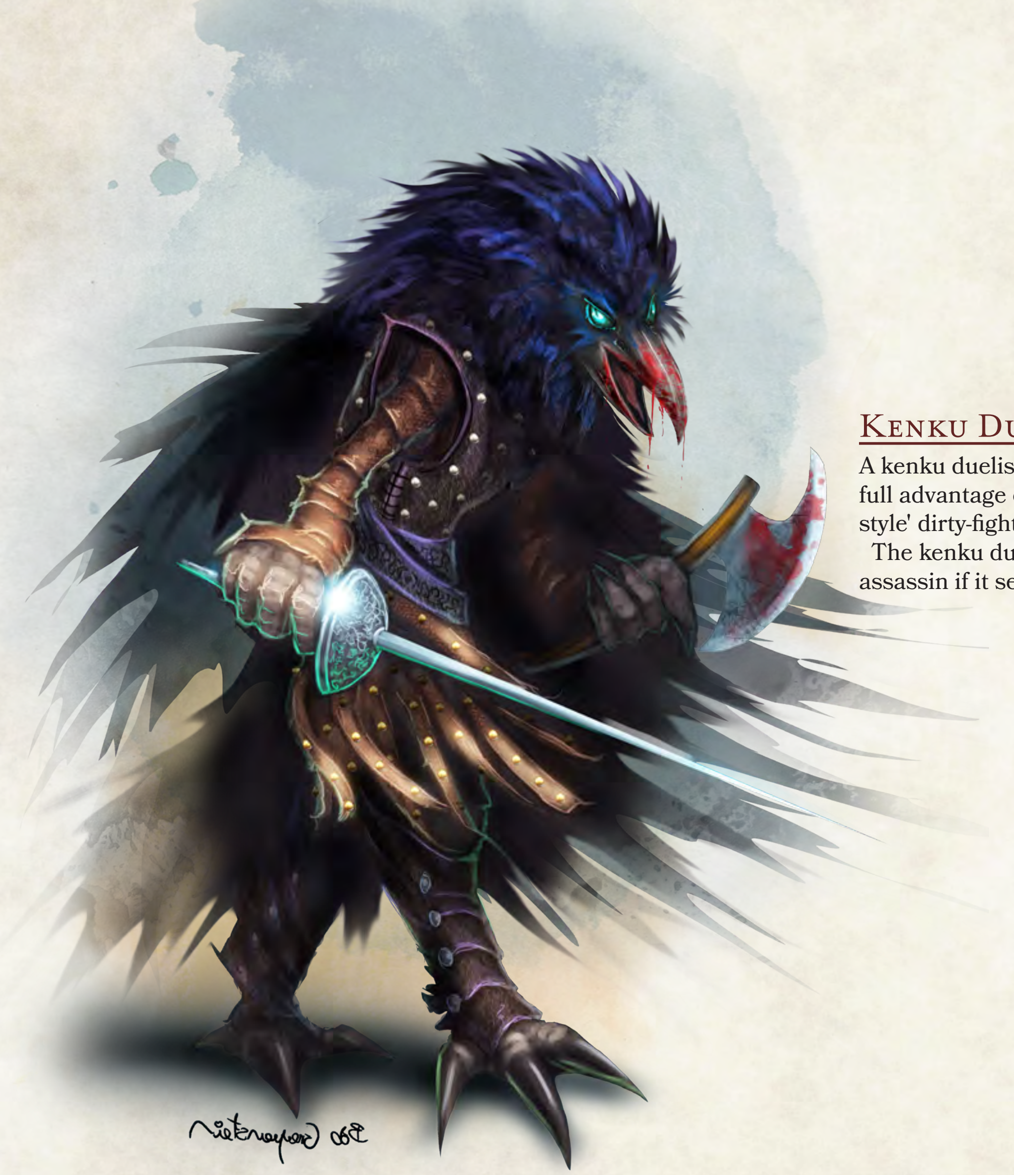
Sneak Attack (1/Turn). The kenku deals an extra 24 (7d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the kenku that isn't incapacitated and the kenku doesn't have disadvantage on the attack roll.

Spellcasting. The kenku is a 14th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips: *fire bolt, mage hand, minor illusion, prestidigitation*
1st level (4 slots): *charm person, disguise self, silent image, Tasha's hideous laughter*
2nd level (3 slots): *invisibility, mirror image, shadow blade, suggestion*
3rd level (2 slots): *lightning bolt, haste*

ACTIONS

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.



Kenku Duelist

A kenku duelist is a sly and dangerous warrior that takes full advantage of its combat skills to compliment its 'street-style' dirty-fighting techniques.

The kenku duelist often serves as its gang's boss, or assassin if it serves a master.

Kenku Duelist

Medium humanoid (kenku), chaotic neutral

Armor Class 15 (studded leather)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	11 (+0)	10 (+0)	12 (+1)

Skills Deception +3, Intimidation +3, Perception +2, Stealth +7
Senses passive Perception 12
Languages Understands Auran and Common but speaks only through the use of its Mimicry trait
Challenge 4 (1,100 XP)

Ambusher. The kenku has advantage on attack rolls against any creature it has surprised.

Cunning Action. On each of its turns, the kenku can use a bonus action to take the Dash, Disengage, or Hide action.

Mimicry. The kenku has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Fancy Footwork. When the kenku makes a melee attack at a creature, that creature can't make opportunity attacks against the kenku until the end of the turn.

Feinting Attack. As a bonus action, the kenku can choose one creature within 5 feet of it. It has advantage on its next attack roll against the target.

Toujours l'Audace. The kenku adds its Charisma modifier to its initiative rolls. In addition, it can use Sneak Attack with any melee attack made against a target that has none of its allies adjacent to it.

Sneak Attack (1/Turn). The kenku deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the kenku that isn't incapacitated and the kenku doesn't have disadvantage on the attack roll.

Actions

Multiattack. The kenku makes three attacks: two with its rapier and one with its handaxe.

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Handaxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Reactions

Riposte. When a creature misses the kenku with a melee attack, the kenku can make one melee weapon attack against it.

Kobolds

Kobold Arcane Trickster

It is very rare for a kobold to have a high enough intelligence to be able to cast wizard spells, but those that do, are more often that not arcane tricksters.

This obnoxious kobold spellcaster will specialize in spells that will dupe its foes, exposing them to attack from its allies. But if forced into melee, it will unleash and make full use of its shadow blade spell.

Kobold Arcane Trickster

Small humanoid (kobold), lawful evil

Armor Class 15 (studded leather)
Hit Points 44 (8d6 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	17 (+3)	14 (+2)	14 (+2)	10 (+0)	8 (-1)

Skills Arcana + 4, Perception +2, Sleight of Hand +5, Stealth +7
Senses darkvision 60 ft., passive Perception 12
Languages Common, Draconic
Challenge 3 (700 XP)

Cunning Action. On each of its turns, the kobold can use a bonus action to take the Dash, Disengage, or Hide action.

Evasion. If the kobold is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the kobold instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

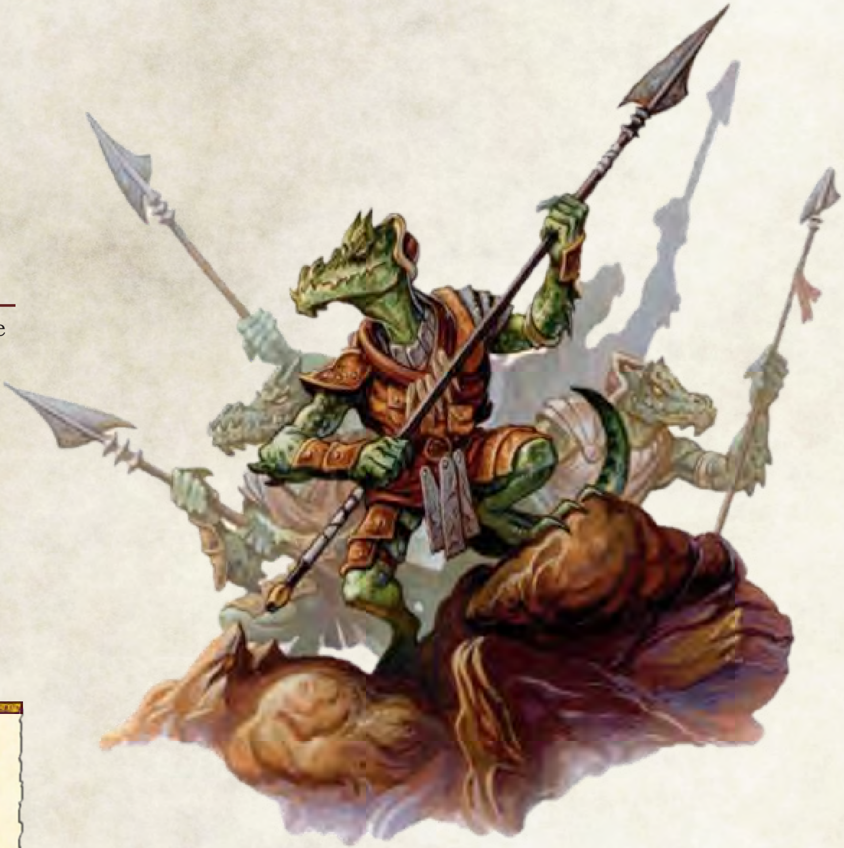
Sneak Attack (1/Turn). The kobold deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the kobold that isn't incapacitated and the kobold doesn't have disadvantage on the attack roll.

Spellcasting. The kobold is a 7th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips: *fire bolt, mage hand, minor illusion*
1st level (4 slots): *blur, silent image, Tasha's hideous laughter*
2nd level (2 slots): *mirror image, shadow blade*

Actions

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.



Kobold Archer

Kobolds archers are often assigned as guards and sentries and posted in high vantage point areas, such as cave ledges or tree branches.

Kobold Archer

Small humanoid (kobold), lawful evil

Armor Class 14
Hit Points 10 (4d6 - 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	18 (+4)	9 (-1)	8 (-1)	7 (-2)	8 (-1)

Senses darkvision 60 ft., passive Perception 8
Languages Common, Draconic
Challenge 1/2 (100 XP)

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Kobold Chieftain

A chieftain leads its kobold tribe and serves as a vassal to the kobold king. It is a crafty warrior, and has the ability to command and boost the morale of its underlings. It is normally attended to by four bodyguards, a couple of shaman or sorcerer advisers, and one or two pet drakes.

Kobold King

The kobold king leads all the kobold tribes within its territory. This powerful kobold is treated with reverence by its subjects.

A kobold king is a formidable warrior, but what makes it dangerous is its rallying effect on its allies during combat.

A kobold king is never without its elite bodyguards and spellcaster advisers. It is not even surprising if it has a young dragon within its lair that serves as its companion.

Kobold Chieftain

Small humanoid (kobold), lawful evil

Armor Class 17 (studded leather, shield)
Hit Points 49 (9d6 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	8 (-1)	10 (+0)	12 (+1)

Skills Deception +3, Perception +2, Stealth +7
Senses darkvision 60 ft., passive Perception 12
Languages Common, Draconic
Challenge 4 (1,100 XP)

Cunning Action. On each of its turns, the kobold can use a bonus action to take the Dash, Disengage, or Hide action.

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Sneak Attack (1/Turn). The kobold deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the kobold that isn't incapacitated and the kobold doesn't have disadvantage on the attack roll.

War Yip (1/Day). Until the end of the kobold's next turn, each creature of the kobold's choice that is within 30 feet of it, can hear it, and not already affected by War Yip deals an extra 3 (1d6) damage when it hits a target with a weapon attack and has advantage on the attack roll. The kobold can then make one weapon attack as a bonus action.

Actions

Multiattack. The kobold makes two spear attacks. It can use Maneuver Allies in place of one of these attacks, if available.

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack. The kobold treats the spear as a finesse weapon.

Maneuver Allies (Recharge 5-6). Up to three allies within 60 feet of this kobold that can hear it can each use their reaction to move up to half their speed without provoking opportunity attacks.

Kobold King

Small humanoid (kobold), lawful evil

Armor Class 18 (studded leather, shield)
Hit Points 66 (12d6 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	14 (+2)	11 (+0)	12 (+1)	14 (+1)

Skills Deception +4, Perception +4, Stealth +10
Senses darkvision 60 ft., passive Perception 14
Languages Common, Draconic
Challenge 7 (2,900 XP)

Aura of Fervor. An ally that is within 30 feet of the kobold and can see and hear the kobold has advantage to saving throws against being charmed and frightened, and all attack rolls against enemies within 30 feet of the kobold, provided that the kobold isn't incapacitated.

Cunning Action. On each of its turns, the kobold can use a bonus action to take the Dash, Disengage, or Hide action.

Indomitable (2/Day). The kobold rerolls a failed save. It must use the new roll.

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Sneak Attack (1/Turn). The kobold deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the kobold that isn't incapacitated and the kobold doesn't have disadvantage on the attack roll.

Actions

Multiattack. The kobold makes two spear attacks. It can use Maneuver Allies in place of one of these attacks, if available.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage if used with two hands to make a melee attack. The kobold treats the spear as a finesse weapon.

Maneuver Allies (Recharge 5-6). Up to four allies within 60 feet of this kobold that can hear it can each use their reaction to move up to half their speed without provoking opportunity attacks.

Legendary Actions

The kobold can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The kobold regains spent legendary actions at the start of its turn.

Move. The kobold moves up to half its speed without provoking opportunity attacks.

Spear (Costs 2 Actions). The kobold makes a spear attack.

Command Allies (Costs 3 Actions). The kobold chooses up to three allies it can see within 30 feet of it. If the target can see and hear the kobold, the target can use its reaction to make one weapon attack.

Kobold Shaman

Veering from the traditional sorcerous path of kobold spellcasters, shamans have made a connection with a powerful nature spirit and are able to draw power from it. Shamans provide healing and rituals to the tribe, and artillery support during combat. They often take the form of a giant lizard if forced into melee, or a weasel, if it needs to be more mobile.

Kobold Sting of Kurtulmak

When a kobold demonstrates unmatched cunning, roguecraft, and arcane skills, it may get the attention of Kurtulmak. Once it becomes favored by the deity, the kobold's tail end transforms into a venomous stinger.

Melee Sorcerer. The Sting of Kurtulmak serves as the tribe's warlord, second only to the chieftain or king. During combat, it mixes its arcane and martial skills with deadly efficiency, taking advantage of both its empowered and quickened spell powers and tail stinger.

Kobold Shaman

Small humanoid (kobold), lawful evil

Armor Class 12 (18 with barkskin)
Hit Points 22 (5d6 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	12 (+1)	8 (-1)	15 (+2)	8 (-1)

Senses darkvision 60 ft., passive Perception 12
Languages Common, Draconic
Challenge 2 (450 XP)

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Spellcasting. The kobold is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft, poison spray, thorn whip*
1st level (4 slots): *earth tremor, ice knife, thunderwave*
2nd level (3 slots): *barkskin, spike growth*
3rd level (2 slots): *erupting earth, feign death*

Actions

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Change Shape (Recharges after a Short or Long Rest). The kobold magically polymorphs into a giant lizard or weasel, remaining in that form for up to 1 hour. It can revert to its true form as a bonus action. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Kobold Sting of Kurtulmak

Small humanoid (kobold), lawful evil

Armor Class 12 (15 with *mage armor)*
Hit Points 54 (12d6 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	12 (+1)	10 (+0)	12 (+1)	16 (+3)

Skills Arcana + 3, Deception +6, Perception +7, Stealth +8
Senses darkvision 60 ft., passive Perception 17
Languages Common, Draconic
Challenge 5 (1,800 XP)

Cunning Action. On each of its turns, the kobold can use a bonus action to take the Dash, Disengage, or Hide action.

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Spellcasting. The kobold is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *fire bolt, mage hand, minor illusion, poison spray*
1st level (4 slots): *burning hands, mage armor, shield*
2nd level (3 slots): *dragon's breath, invisibility*

Sorcery Points. The kobold has 4 sorcery points. It can spend 1 or more sorcery points to gain one of the following benefits:

Empowered Spell: When the kobold rolls damage for a spell, it can spend 1 sorcery point to reroll up to 3 damage dice. It must use the new rolls. It can use Empowered Spell even if it has already used a different Metamagic option during the casting of the spell.

Quickened Spell: When the kobold casts a spell that has a casting time of 1 action, the giant can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

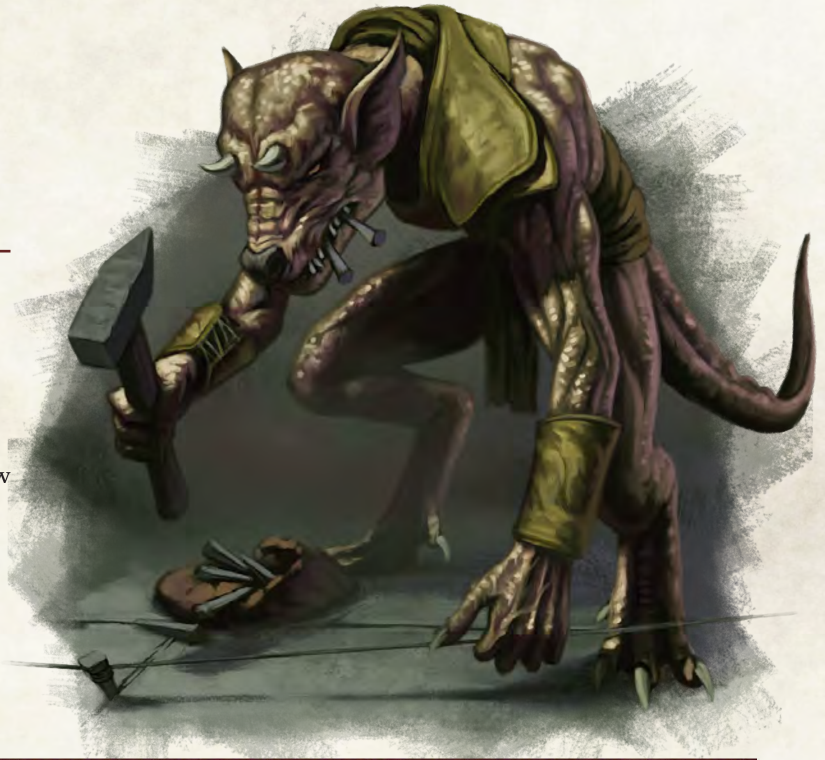
Sneak Attack (1/Turn). The kobold deals an extra 7 (2d6) damage when the kobold hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the kobold that isn't incapacitated and the kobold doesn't have disadvantage on the attack roll.

Actions

Multiattack. The kobold makes two attacks: one with its spear and one with its tail stinger.

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack. The kobold treats the spear as a finesse weapon.

Tail Stinger. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one creature. *Hit:* 5 (1d4 + 2) piercing damage. The target must succeed on a DC 13 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.



KOBOLD TRAPMAKER

These wily kobolds are experts at crafting and setting traps and are responsible for their tribe's perimeter defense. Trapmakers spend their lifetime mastering and perfecting their craft, and those that do not blow themselves up or accidentally kill or maim themselves eventually become highly prized tribe members.

Cunning Lurer. In combat, trapmakers are normally armed with a both a dagger and a shortbow, with their blades and arrow points tipped with venom. But they rarely use them except to draw enemies' attention to lead them to their traps. They will never engage in melee unless they really have to, always prefering to deploy booby traps and making a hasty retreat.

KOBOLD TRAPMAKER

Small humanoid (kobold), lawful evil

Armor Class 13
Hit Points 31 (7d6 + 7)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	12 (+1)	12 (+1)	8 (-1)	8 (-1)

Skills Perception +1, Sleight of Hand +7, Stealth +5
Senses darkvision 60 ft., passive Perception 11
Languages Common, Draconic
Challenge 2 (450 XP)

Cunning Action. On each of its turns, the kobold can use a bonus action to take the Dash, Disengage, or Hide action.

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Drop Caltrops (3/Day). As a bonus action, the kobold can spread caltrops to cover a 5-foot-square area. Any creature that isn't flying and enters the area must succeed on a DC 15 Dexterity saving throw or stop moving and take 1 piercing damage. Until the creature regains at least 1 hit point, its walking speed is reduced by 10 feet. A creature moving through the area at half speed doesn't need to make the saving throw.

Sneak Attack (1/Turn). The kobold deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the kobold that isn't incapacitated and the kobold doesn't have disadvantage on the attack roll.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 3 (1d6) poison damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 3 (1d6) poison damage.

Set Trap (5/Day). The kobold can discretely place a mechanical trap of its choice (see below) on a surface (such as a section of floor, a wall, a staircase, or a table) or within an object that can be closed to conceal the trap (such as a chest, door, or window) within 5 feet of it. If it is a surface, the trap can cover an area of the surface no larger than 10 feet in diameter.

The trap is hidden, requiring a DC 15 Intelligence (Investigation) to find it or a DC 15 Wisdom (Perception) check to spot it.

For traps placed on a surface, the trap is triggered when a surface within the area is touched or stepped on, removing another object covering it, or manipulating an object that holds it. For traps within an object, the trap is triggered when the object is opened or manipulated.

When the kobold lays a trap, it chooses from one of the following options below for its effect. Once triggered, each creature within 5 feet of the trap is targeted by its effect, unless specified otherwise.

1. Bear Trap. This trap can only be placed on a ground surface and only the creature that triggered it as affected. The target must make a DC 15 Strength saving throw. On a failed save, a creature takes 10 (4d4) piercing damage and is restrained. The creature can make a DC 15 Strength (Athletics) check to escape the trap. If the check fails, the target takes 1d4 piercing damage. Until the creature regains all of its hit points, its walking speed is reduced by half.

2. Flare Blast. Each target must make a DC 15 Wisdom saving throw or be blinded for 1 minute.

3. Explosive Blast. Each target must make a DC 15 Dexterity saving throw, taking 10 (3d6) fire damage and 7 (2d6) piercing damage on a failed save, or half as much damage on a successful save.

4. Poison Gas. Each target must make a DC 15 Constitution saving throw or become poisoned for 1 minute.

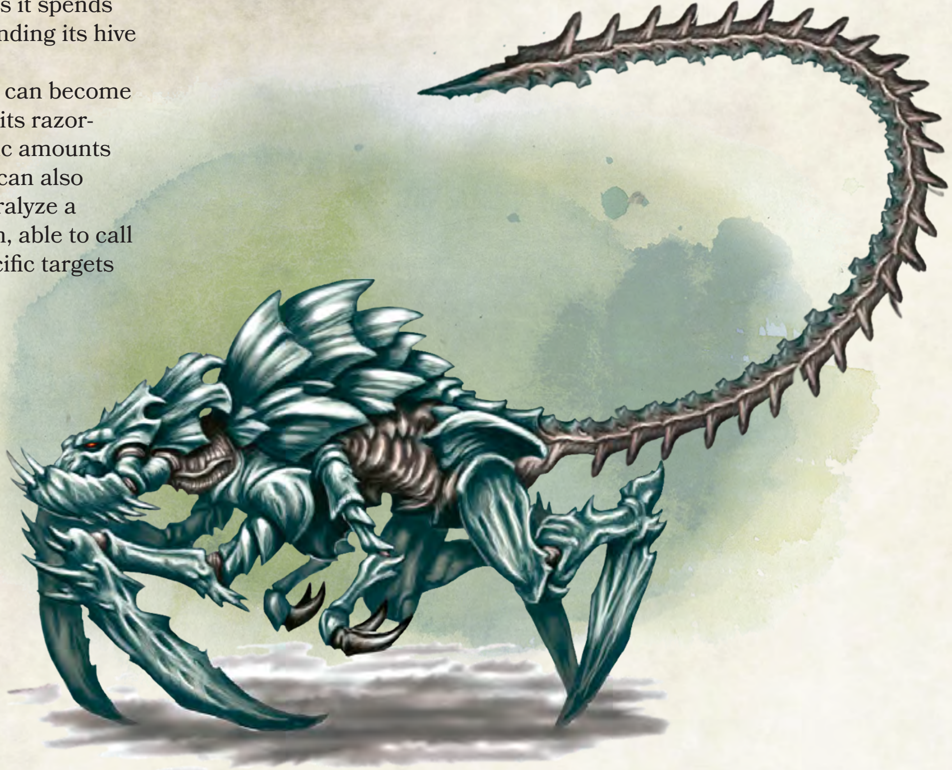
5. Stink Cloud. The trap creates a 10-foot radius sphere of green, nauseating gas centered on the trap which lasts for 1 minute. The sphere spreads around corners, and its area is heavily obscured. Each target within the cloud must make a DC 15 Constitution saving throw against poison. On a failed save, the creature spends its action that turn retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw. A moderate wind (at least 10 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after I round.

KRUTHIKS

KRUTHIK HIVE QUEEN

The kruthik hive queen is the overall master of all hives within its territory, and is always attended to by 2-3 hive lords. It very rarely leaves its main lair, preferring to stay within the hive as it spends its time laying and watching over its eggs and commanding its hive lords to manage its territory.

Battle Mistress. If forced into battle, the hive queen can become a terrifying opponent. Like hive lords, it can stab with its razor-sharp forelimbs, shoot iron-like spikes, or spew horrific amounts of acid. In addition to these weapons, the hive queen can also unleash its terrible tail stinger, which can instantly paralyze a creature hit. The hive queen is also a shrewd tactician, able to call other kruthiks to its side, or direct them to attack specific targets of its choosing.



KRUTHIK HIVE QUEEN

Huge monstrosity, chaotic evil

Armor Class 22 (natural armor)
Hit Points 157 (15d12 + 60)
Speed 40 ft., burrow 20 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	19 (+4)	13 (+1)	16 (+3)	12 (+1)

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 13
Languages Kruthik
Challenge 10 (5,900 XP)

Battle Command. As a bonus action, the kruthik targets one ally it can see within 30 feet of it. If the target can see or hear the kruthik, the target can use its reaction to make one melee attack or to take the Dodge or Hide action.

Keen Smell. The kruthik has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The kruthik has advantage on an attack roll against a creature if at least one of the kruthik's allies is within 5 feet of the creature and the ally isn't incapacitated.

Tunneler. The kruthik can burrow through solid rock at half its burrowing speed and leaves a 10-foot-diameter tunnel in its wake.

ACTIONS

Multiattack. The kruthik makes two stab attacks or two spike attacks, and one sting attack.

Stab. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Spike. *Ranged Weapon Attack:* +9 to hit, range 30/120 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

Stinger. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 14 (2d8 + 5) piercing damage. The target must make a DC 17 Constitution saving throw or become poisoned for 1 minute. While poisoned, the target is also paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Acid Spray (Recharge 5-6). The kruthik sprays acid in a 30-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 33 (6d10) acid damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The kruthik can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The kruthik regains spent legendary actions at the start of its turn.

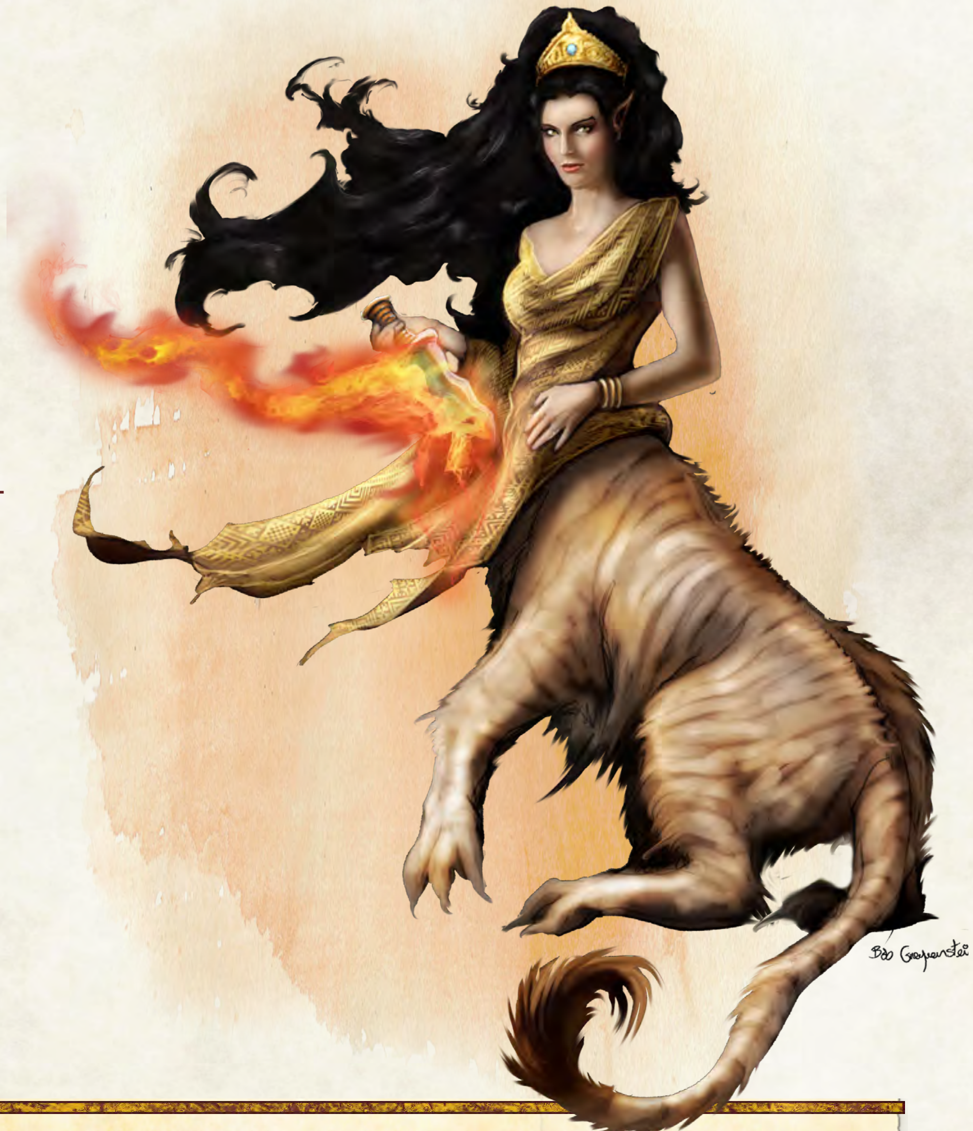
Charge. The kruthik moves up to its speed.

To Me. Up to three allied kruthiks of this kruthik's choice within 60 feet of this kruthik that can hear it can each use their reaction to move up to their speed to the nearest possible space to this kruthik.

Attack (Costs 2 Actions). The kruthik makes one stab or spike attack.

Command (Costs 1-3 Actions). The kruthik chooses up to three allied kruthiks it can see within 30 feet of it. If the target can see and hear the kruthik, the target can use its reaction to move up to half its speed and make one weapon attack. It costs 1 legendary action per target.

LAMIA



LAMIA PRIESTESS OF GRAZ'ZT

Most lamia clerics are devout followers of Graz'zt. They take perverse joy in receiving and inflicting pain. Every lash it receives fuels its rage, giving it more enthusiasm in battle as it attacks with its claws and flaming dagger. It can also turn its pain into a pleasurable gift, bolstering nearby allies when it takes damage.

LAMIA PRIESTESS OF GRAZ'ZT

Large monstrosity, chaotic evil

Armor Class 14 (natural armor)
Hit Points 127 (15d10 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	14 (+2)	16 (+3)	16 (+3)

Skills Deception +9, Insight +6, Religion +5, Stealth +5
Senses darkvision 120 ft., passive Perception 13
Languages Abyssal, Common
Challenge 6 (2,300 XP)

Shapechanger. The lamia can use its action to polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Innate Spellcasting. The lamia's innate spellcasting ability is Charisma (spell save DC 14). The lamia can innately cast the following spells, without providing material components:

At will: *disguise self* (any humanoid form), *major image*
3/day each: *charm person, mirror image, scrying, suggestion*
1/day: *geas*

Spellcasting. The lamia is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *infestation, poison spray, toll the dead*
1st level (4 slots): *bane, command, divine favor, false life*
2nd level (3 slots): *blindness/deafness, hold person, ray of enfeeblement, silence*
3rd level (2 slots): *fear, spirit guardians*

Magic Resistance. The lamia has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The lamia makes two attacks: one with its claws and one with its dagger or Intoxicating Touch.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) slashing damage.

Dagger. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 7 (2d6) fire damage.

Intoxicating Touch. *Melee Spell Attack:* +6 to hit, reach 5 ft., one target. *Hit:* The target is magically cursed for 1 hour. Until the curse ends, the target has disadvantage on Wisdom saving throws and all ability checks.

REACTIONS

Joy from Pain. When the lamia takes critical hit damage, it can make one melee weapon attack.

Master of Pleasures. When the lamia takes damage, it can magically grant 5 temporary hit points to itself and up to three allies within 30 feet of it.

Leucrottas

Leucrotta Female

Female leucrottas are larger than males, and are the dominant sex in the pack. They are more aggressive and vicious, often bullying male leucrottas into submission. Their bites are more ferocious, able to deliver critical hits more often, and are very strong that they can pierce and destroy armor.

Leucrotta Fiend

Female leucrotta that is blessed by Yeenoghu, or is an offspring of a male shoosuva, become leucrotta fiends. These gruesome monsters are slightly larger than their normal ilk, and sport crest spikes running over their spine. While they act the same as normal leucrotta females, they are more insidious and share the resistances of their fiendish parent.

Leucrotta Female

Large monstrosity, chaotic evil

Armor Class 15 (natural armor)
Hit Points 90 (12d10 + 24)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	15 (+2)	9 (-1)	14 (+2)	6 (-2)

Skills Deception +2, Perception +4
Senses darkvision 60 ft., passive Perception 14
Languages Abyssal, Gnoll
Challenge 4 (1,100 XP)

Bone Bite. A bite attack roll the leucrotta makes is a critical hit on a roll of 19 or 20 on the d20.

Keen Smell. The leucrotta has advantage on Wisdom (Perception) checks that rely on smell.

Kicking Retreat. If the leucrotta attacks with its hooves, it can take the Disengage action as a bonus action.

Mimicry. The leucrotta can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

Rampage. When the leucrotta reduces a creature to 0 hit points with a melee attack on its turn, it can take a bonus action to move up to half its speed and make an attack with its hooves.

Actions

Multiattack. The leucrotta makes two attacks: one with its bite and one with its hooves.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage. If the leucrotta scores a critical hit, it rolls the damage dice three times, instead of twice. In addition, any nonmagical armor or shield worn by the target gets crushed. The Armor Class (AC) of the armor or shield (determined randomly) takes a permanent and cumulative -1 penalty. If its Armor Class drops to 0, the armor or shield is destroyed.

If the armor or shield is magical, the wearer must succeed on a DC 13 Wisdom saving throw with advantage on the roll. On a failed save, Armor Class (AC) of the armor or shield (determined randomly) takes a permanent and cumulative -1 penalty. If its Armor Class drops to 0, the armor or shield is destroyed.

Hooves. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

Leucrotta Matriarch

The leucrotta matriarch is the largest and oldest leucrotta of its clan, and is often the most cunning and vicious as well.

In battle, it prefers to stand back, letting the younger females and males engage its foes, at it moves to the center of battle to maximize its packmaster trait.

Leucrotta Fiend

Large monstrosity, chaotic evil

Armor Class 15 (natural armor)
Hit Points 110 (13d10 + 39)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	16 (+3)	10 (+0)	15 (+2)	8 (-1)

Skills Deception +2, Perception +6
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 16
Languages Abyssal, Gnoll
Challenge 6 (2,300 XP)

Bone Bite. A bite attack roll the leucrotta makes is a critical hit on a roll of 19 or 20 on the d20.

Keen Smell. The leucrotta has advantage on Wisdom (Perception) checks that rely on smell.

Kicking Retreat. If the leucrotta attacks with its hooves, it can take the Disengage action as a bonus action.

Mimicry. The leucrotta can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 17 Wisdom (Insight) check.

Rampage. When the leucrotta reduces a creature to 0 hit points with a melee attack on its turn, it can take a bonus action to move up to half its speed and make an attack with its hooves.

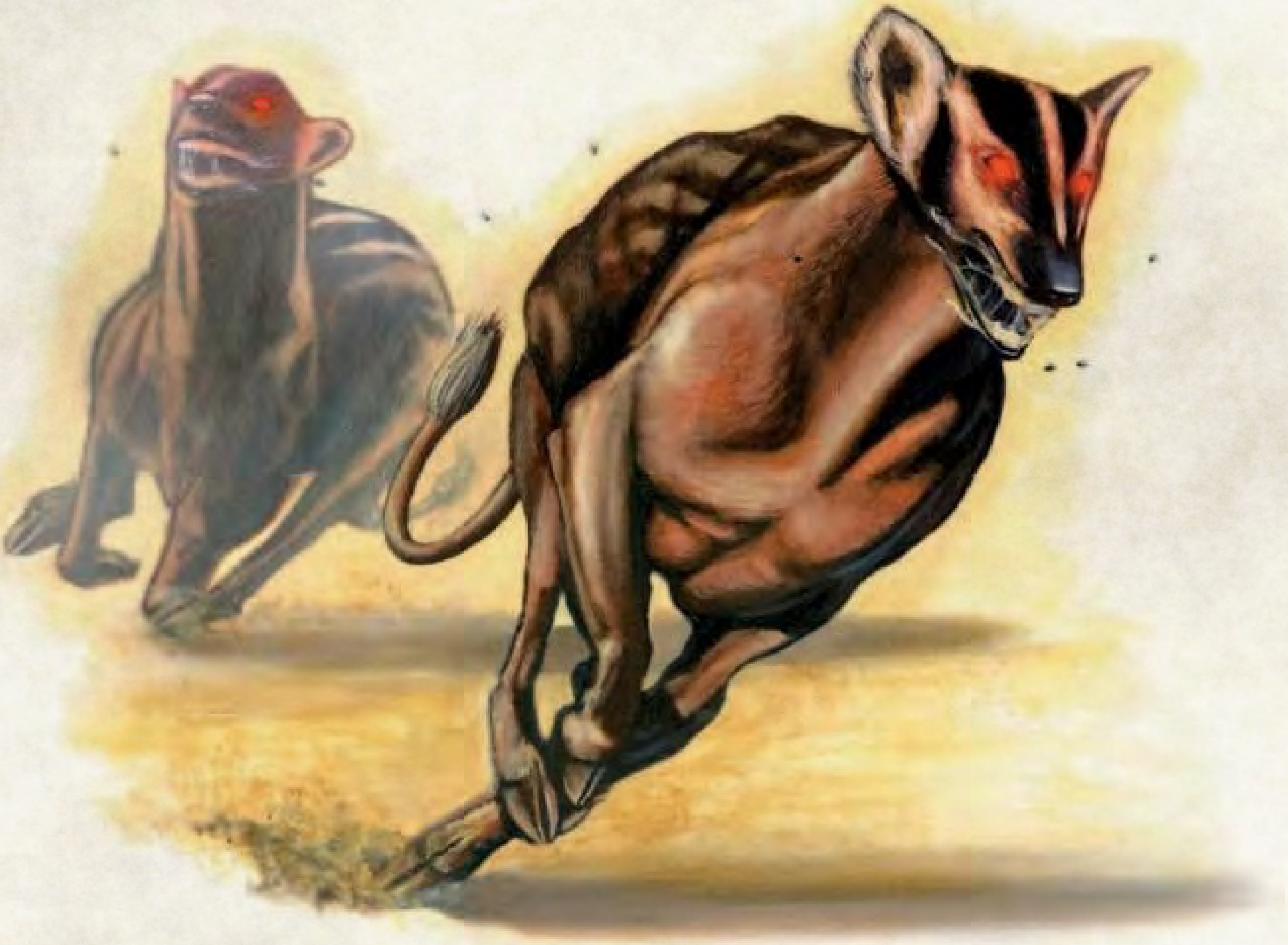
Actions

Multiattack. The leucrotta makes two attacks: one with its bite and one with its hooves.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage. If the leucrotta scores a critical hit, it rolls the damage dice three times, instead of twice. In addition, any nonmagical armor or shield worn by the target gets crushed. The Armor Class (AC) of the armor or shield (determined randomly) takes a permanent and cumulative -1 penalty. If its Armor Class drops to 0, the armor or shield is destroyed.

If the armor or shield is magical, the wearer must succeed on a DC 14 Wisdom saving throw with advantage on the roll. On a failed save, Armor Class (AC) of the armor or shield (determined randomly) takes a permanent and cumulative -1 penalty. If its Armor Class drops to 0, the armor or shield is destroyed.

Hooves. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage.



Leucrotta Matriarch

Huge monstrosity, chaotic evil

Armor Class 16 (natural armor)
Hit Points 168 (16d12 + 64)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	19 (+4)	9 (-1)	16 (+3)	8 (-1)

Skills Deception +5, Intimidation +5, Perception +6
Senses darkvision 60 ft., passive Perception 16
Languages Abyssal, Gnoll
Challenge 7 (2,900 XP)

Bone Bite. A bite attack roll the leucrotta makes is a critical hit on a roll of 19 or 20 on the d20.

Keen Smell. The leucrotta has advantage on Wisdom (Perception) checks that rely on smell.

Kicking Retreat. If the leucrotta attacks with its hooves, it can take the Disengage action as a bonus action.

Mimicry. The leucrotta can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

Pack Tactics. The leucrotta has advantage on an attack roll against a creature if at least one of theleucrotta's allies is within 5 feet of the creature and the ally isn't incapacitated.

Packmaster. A leucrotta ally that starts its turn within 30 feet of this leucrotta that can see or hear this leucrotta gains Pack Tactics until the start of its next turn, provided this leucrotta isn't incapacitated.

Rampage. When the leucrotta reduces a creature to 0 hit points with a melee attack on its turn, it can take a bonus action to move up to half its speed and make an attack with its hooves.

Actions

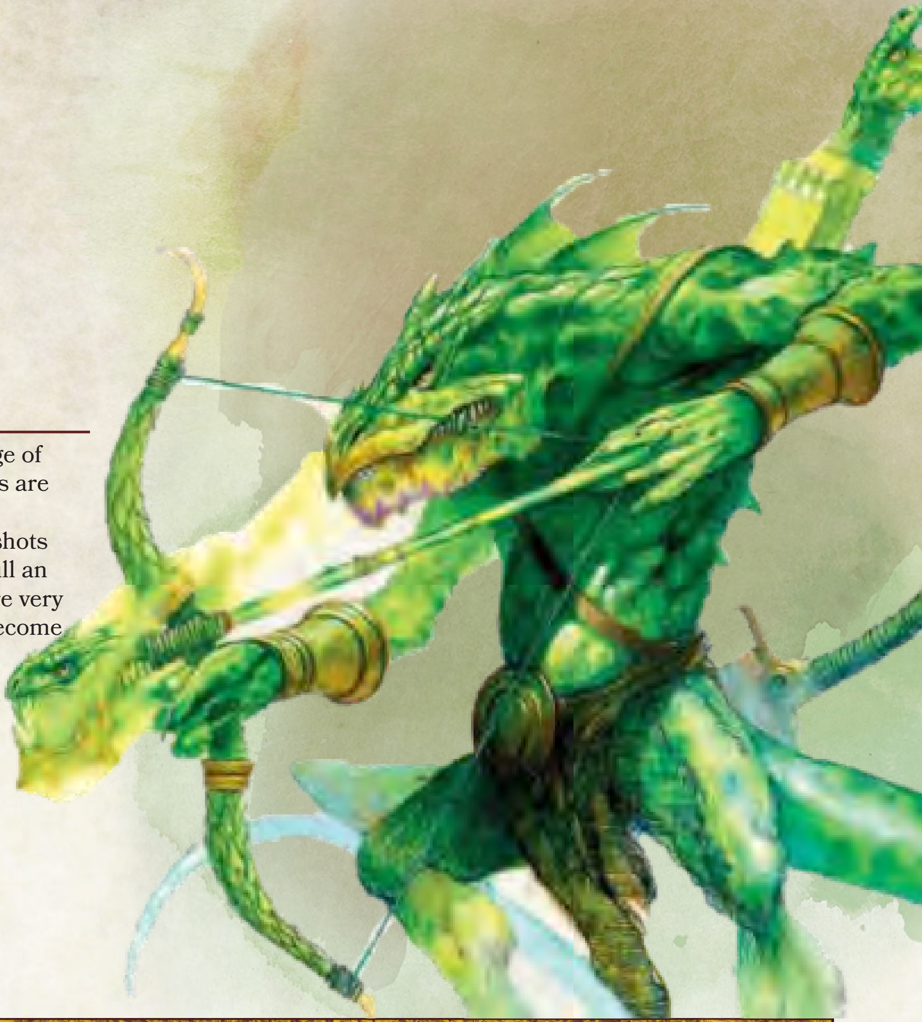
Multiattack. The leucrotta makes two attacks: one with its bite and one with its hooves.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage. If the leucrotta scores a critical hit, it rolls the damage dice three times, instead of twice. In addition, any nonmagical armor or shield worn by the target gets crushed. The Armor Class (AC) of the armor or shield (determined randomly) takes a permanent and cumulative -1 penalty. If its Armor Class drops to 0, the armor or shield is destroyed.

If the armor or shield is magical, the wearer must succeed on a DC 14 Wisdom saving throw with advantage on the roll. On a failed save, Armor Class (AC) of the armor or shield (determined randomly) takes a permanent and cumulative -1 penalty. If its Armor Class drops to 0, the armor or shield is destroyed.

Hooves. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

LIZARDFOLK



LIZARDFOLK ARCANE ARCHER

Long ago lizardfolk shamans stumbled upon the knowledge of weapons being imbued with elven magic. Now a few tribes are able to reproduce it.

Lizardfolk arcane archers are able to imbue their arrow shots with magical energy, creating shots that can explode and fill an area with poison and even enfeeble or blind a foe. They are very rare, however, as only the most intelligent lizardfolk can become arcane archers.

LIZARDFOLK ARCANE ARCHER

Medium humanoid (lizardfolk), neutral

Armor Class 17 (natural armor)
Hit Points 71 (11d8 + 22)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	12 (+1)	12 (+1)	7 (-2)

Skills Athletics +4, Perception +4, Survival +7
Senses passive Perception 14
Languages Draconic
Challenge 5 (1,800 XP)

Arcane Shot (3/Day). As a bonus action, when the lizardfolk hits a target with a ranged weapon attack, it can choose one from the following three effects:

1. *Poison Arrow.* The target and all other creatures within 10 feet of it take an extra 10 (3d6) poison damage each.
2. *Enfeebling Arrow.* The target takes an extra 7 (2d6) necrotic damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw, or the damage dealt by its weapon attacks are halved until the start of the lizardfolk's next turn.
3. *Shadow Arrow.* If the target is a creature, it takes an extra 7 (2d6) psychic damage and the creature must succeed on a DC 12 Wisdom saving throw or be unable to see anything farther than 5 feet away until the start of the lizardfolk's next turn.

Curving Shot. When the lizardfolk makes a ranged attack roll and misses, it can use a bonus action to reroll the attack roll against a different target within 60 feet of the original target.

Hold Breath. The lizardfolk can hold its breath for 15 minutes.

Magic Ranged Weapons. The lizardfolk's ranged weapon attacks are magical.

ACTIONS

Multiattack. The lizardfolk makes three ranged attacks or two melee attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Scimitar. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Lizardfolk Emperor

Large humanoid (lizardfolk), chaotic evil

Armor Class 16 (natural armor)
Hit Points 123 (13d10 + 52)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	19 (+4)	12 (+1)	12 (+1)	16 (+3)

Saving Throws Str +9, Con +8, Wis +5
Skills Intimidation +7, Perception +9, Stealth +10, Survival +9
Condition Immunities frightened
Senses passive Perception 19
Languages Abyssal, Draconic
Challenge 9 (5,000 XP)

Aura of Fervor. An ally that is within 30 feet of the lizardfolk and can see and hear the lizardfolk has advantage to saving throws against being charmed and frightened, and all attack rolls against enemies within 30 feet of the lizardfolk, provided that the lizardfolk isn't incapacitated.

Hold Breath. The lizardfolk can hold its breath for 15 minutes.

Legendary Resistance (2/Day). If the lizardfolk fails a saving throw, it can choose to succeed instead.

Skewer. Once per turn, when the lizardfolk makes a melee attack with its trident and hits, the target takes an extra 14 (4d6) damage, and the lizardfolk gains temporary hit points equal to the extra damage dealt.

Actions

Multiattack. The lizardfolk makes two attacks: one with its bite and one with its claws or trident or two melee attacks with its trident.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) piercing damage.

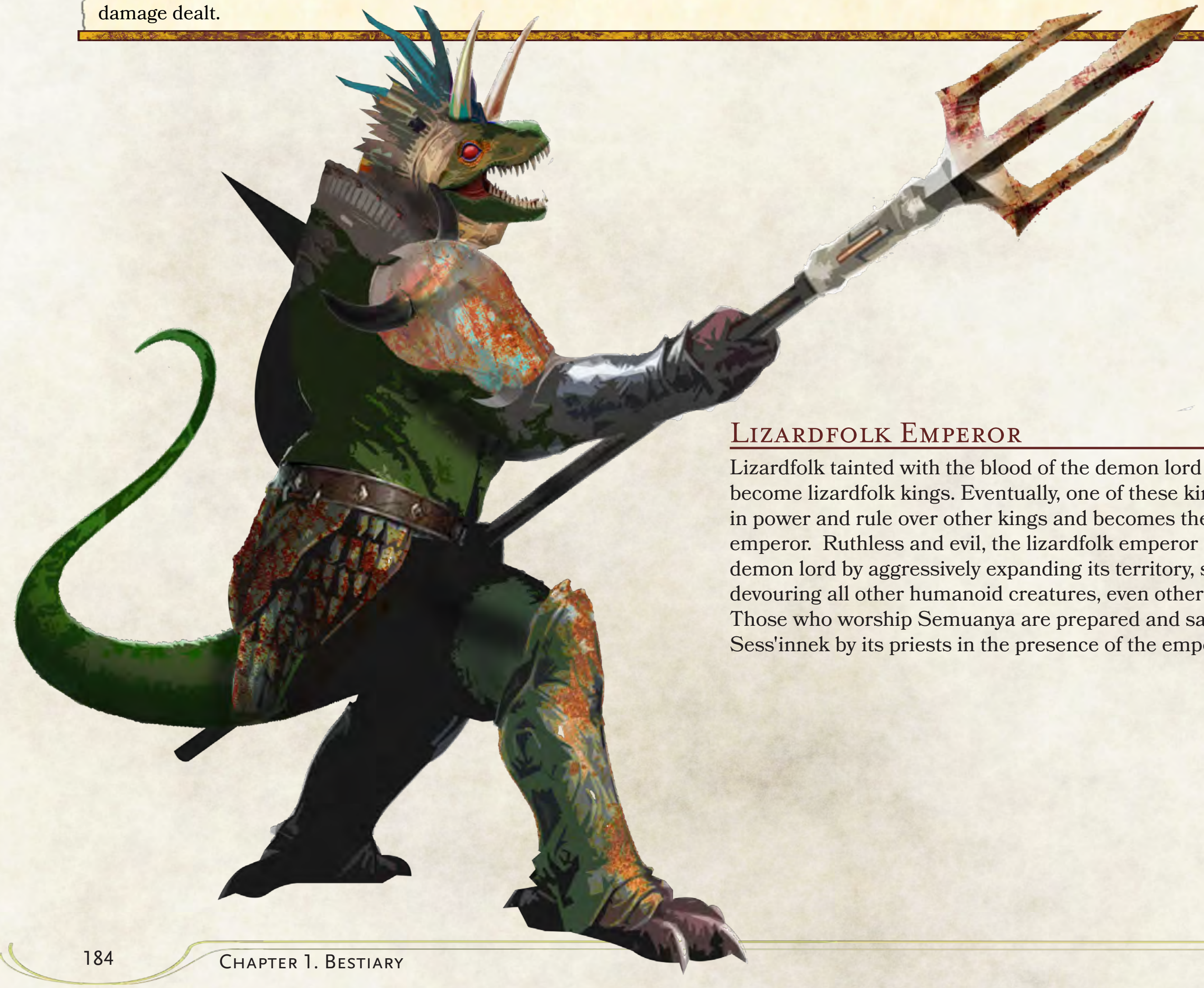
Tail. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

Corrosive Trident. *Melee or Ranged Weapon Attack:* +9 to hit, reach 10 ft. or range 20/60 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage, or 14 (2d8 + 5) piercing damage if used with two hands to make a melee attack, plus 7 (2d6) acid damage.

Legendary Actions

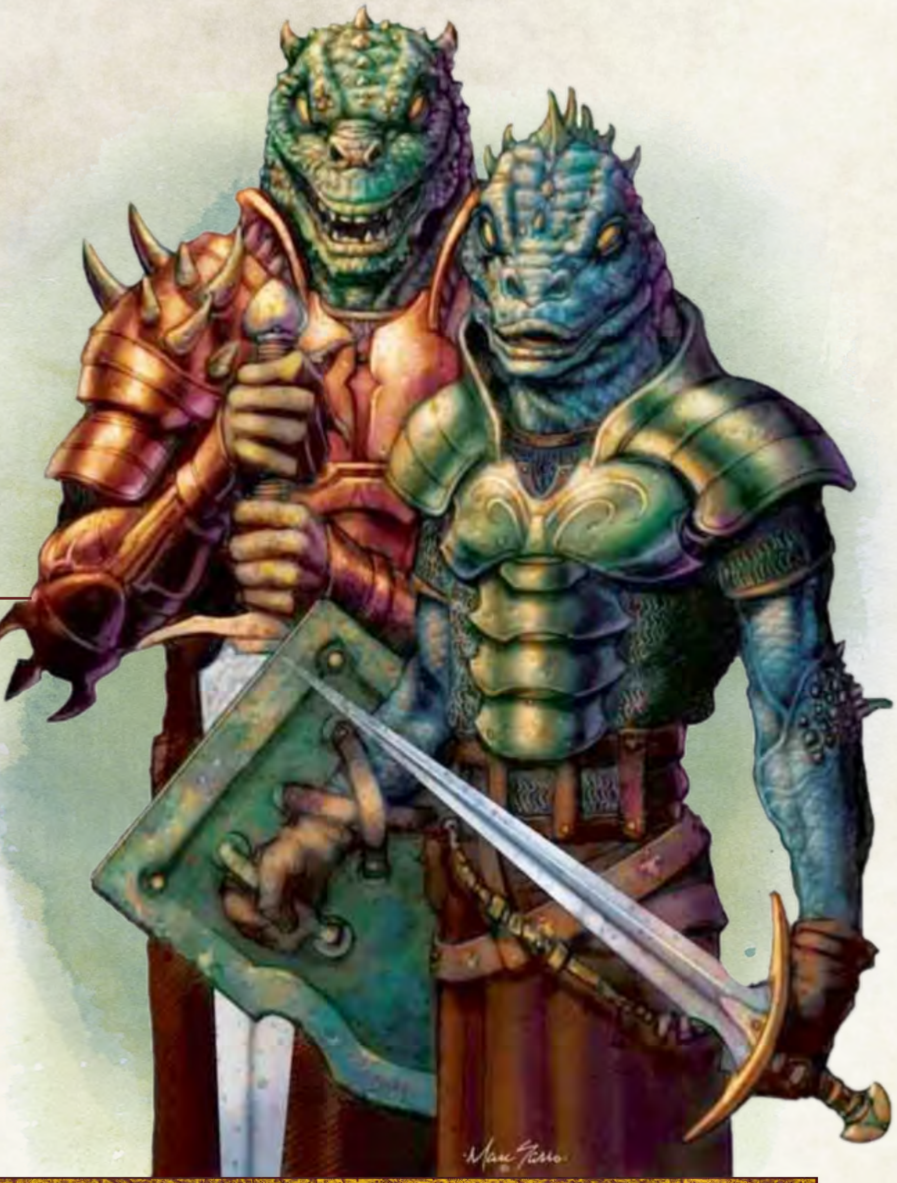
The lizardfolk can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The lizardfolk regains spent legendary actions at the start of its turn.

Move. The lizardfolk moves up to half its speed.
Tail. The lizardfolk makes a tail attack.
Trident (Costs 2 Actions). The lizardfolk makes a trident attack.
Command Lizardfolk (Costs 1-3 Actions). The lizardfolk chooses up to 3 allied lizardfolk it can see within 60 feet of it. If the target can see and hear the lizardfolk, the target can use its reaction to make one weapon attack. It costs 1 legendary action per target.



Lizardfolk Emperor

Lizardfolk tainted with the blood of the demon lord Sess'innek become lizardfolk kings. Eventually, one of these kings will rise in power and rule over other kings and becomes the lizardfolk emperor. Ruthless and evil, the lizardfolk emperor serves its demon lord by aggressively expanding its territory, slaying and devouring all other humanoid creatures, even other lizardfolk. Those who worship Semuanya are prepared and sacrificed to Sess'innek by its priests in the presence of the emperor.



LIZARDFOLK VANGUARD

Lizardfolk vanguards serve as the chieftain's or king's bodyguards or lead its war party into battle. They always heavy armor, and will favor swords and shields over crude weapons.

LIZARDFOLK VANGUARD

Medium humanoid (lizardfolk), neutral

Armor Class 20 (plate, shield)
Hit Points 82 (11d8 + 33)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	8 (-1)	12 (+1)	9 (-1)

Saving Throws Str +7, Dex +3, Con +6
Skills Athletics +7, Perception +4, Survival +7
Senses passive Perception 14
Languages Draconic
Challenge 5 (1,800 XP)

Hold Breath. The lizardfolk can hold its breath for 15 minutes.

Indomitable (2/Day). The lizardfolk rerolls a failed save. It must use the new roll.

Punish the Marked (1/Turn). As a bonus action, the lizardfolk can make a melee weapon attack against a creature marked by it if the creature dealt damage to anyone other than the lizardfolk during the last turn. The lizardfolk's melee weapon attack has advantage on the attack roll, and if it hits, the attack's weapon deals an extra 7 (2d6) damage to the target.

Threatening. Creatures provoke an opportunity attack from the lizardfolk when they move 5 feet or more while within the lizardfolk's reach, and if the lizardfolk hits a creature with an opportunity attack, the target's speed is reduced to 0 until the end of the current turn.

ACTIONS

Multiattack. The lizardfolk makes three melee attacks: one with its bite and two with its longsword.

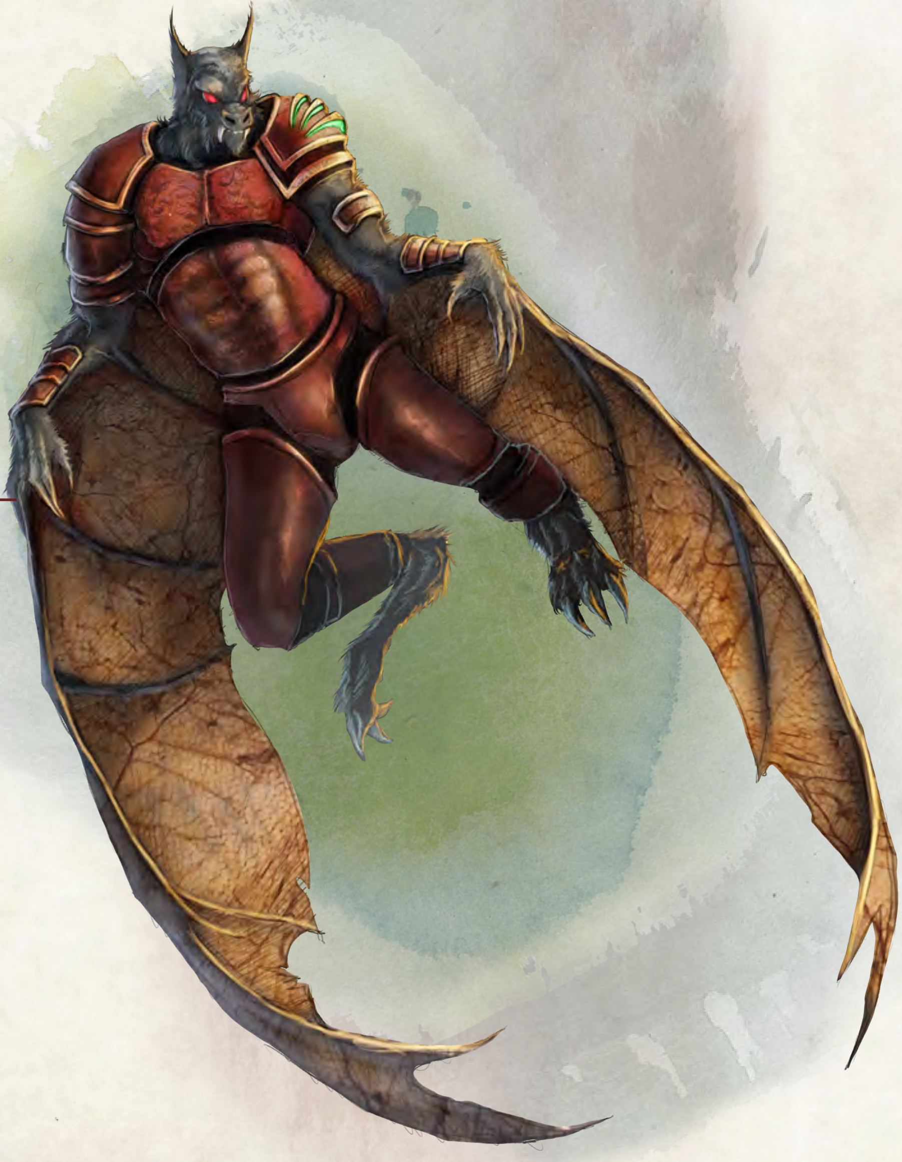
Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Longsword. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands, and the target is marked until the end of the lizardfolk's next turn. This effect ends early if the lizardfolk is incapacitated or it dies, or if someone else marks the target. While it is within 5 feet of the lizardfolk, a creature marked by the lizardfolk has disadvantage on any attack roll that doesn't target the lizardfolk.

REACTIONS

Parry. The lizardfolk adds 3 to its AC against one melee attack that would hit it. To do so, the lizardfolk must see the attacker and be wielding a melee weapon.

LYCANTHROPES



WEREBAT CAPTAIN

While most werebats are of goblin stock, some Underdark humanoids (drow, grimlocks, duergar, etc.) and even orcs can become afflicted too. These tend to be more experienced and intelligent than the common werebat, and find themselves leading the colony (See Waterdeep: Dungeon of the Mad Mage for more information on werebats).

WEREBAT CAPTAIN

Medium humanoid (humanoid, shapechanger), neutral evil

Armor Class 14 (studded leather)
Hit Points 84 (13d8 + 26)
Speed 30 ft. (climb 30 ft., fly 60 ft. in bat or hybrid form)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	10 (+0)	12 (+1)	11 (+0)

Skills Perception +3, Stealth +4
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Senses darkvision 60 ft., passive Perception 13
Languages Common (can't speak in rat form)
Challenge 4 (1,100 XP)

Shapechanger. The werebat can use its action to polymorph into a bat-humanoid hybrid or into a giant bat, or back into its true form, which is humanoid. Its statistics, other than its size and AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Echolocation. The werebat can't use its blindsight while deafened.

Keen Hearing. The werebat has advantage on Wisdom (Perception) checks that rely on hearing.

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). In humanoid form, the werebat makes two longsword attacks or two longbow attacks. In hybrid form, it can make one bite attack and one longsword attack. It can use its Command or Maneuver Allies in place of one attack.

Bite (Bat or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 2) piercing damage, and the werebat gains temporary hit points equal to the damage dealt. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werebat lycanthropy.

Longsword. *Melee Weapon Attack*: +4 to hit, one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

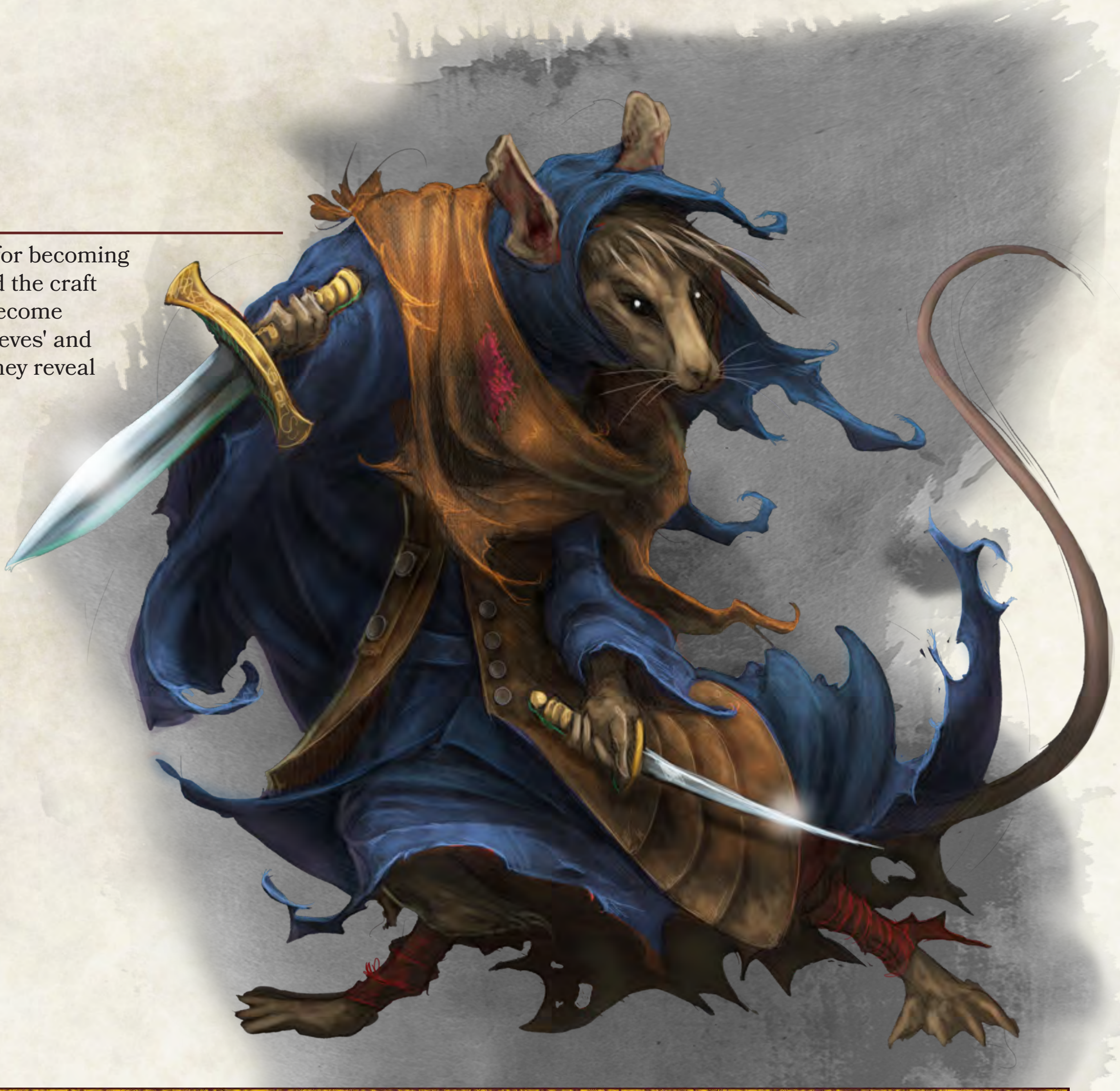
Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage.

Command. The werebat targets one ally it can see within 30 feet of it. If the target can see and hear the werebat, the target can make one weapon attack as a reaction.

Maneuver Allies (Recharge 5-6). Up to four allies within 60 feet of this werebat that can hear it can each use their reaction to move up to half their speed without provoking opportunity attacks.

WERERAT ASSASSIN

Wererats who show an aptitude for becoming inconspicuous and have mastered the craft of making quick and silent kills become assassins. They normally join thieves' and assassins' guilds but seldom do they reveal their true nature.



WERERAT ASSASSIN

Medium humanoid (human, shapechanger), lawful evil

Armor Class 16 (studded leather)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	11 (+0)	10 (+0)	8 (-1)

Skills Perception +3, Stealth +10
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Senses darkvision 60 ft., passive Perception 13
Languages Common (can't speak in rat form)
Challenge 5 (1,800 XP)

Shapechanger. The wererat can use its action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into its true form, which is humanoid. Its statistics, other than its size and AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Assassinate. During its first turn, the wererat has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the wererat scores against a surprised creature is a critical hit.

Cunning Action. The wererat can take the Dash, Disengage, or Hide action as a bonus action on each of its turns.

Keen Smell. The wererat has advantage on Wisdom (Perception) checks that rely on smell.

Sneak Attack (1/Turn). The wererat deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the wererat that isn't incapacitated and the wererat doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). The wererat makes two attacks, only one of which can be a bite.

Bite (Rat or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with wererat lycanthropy.

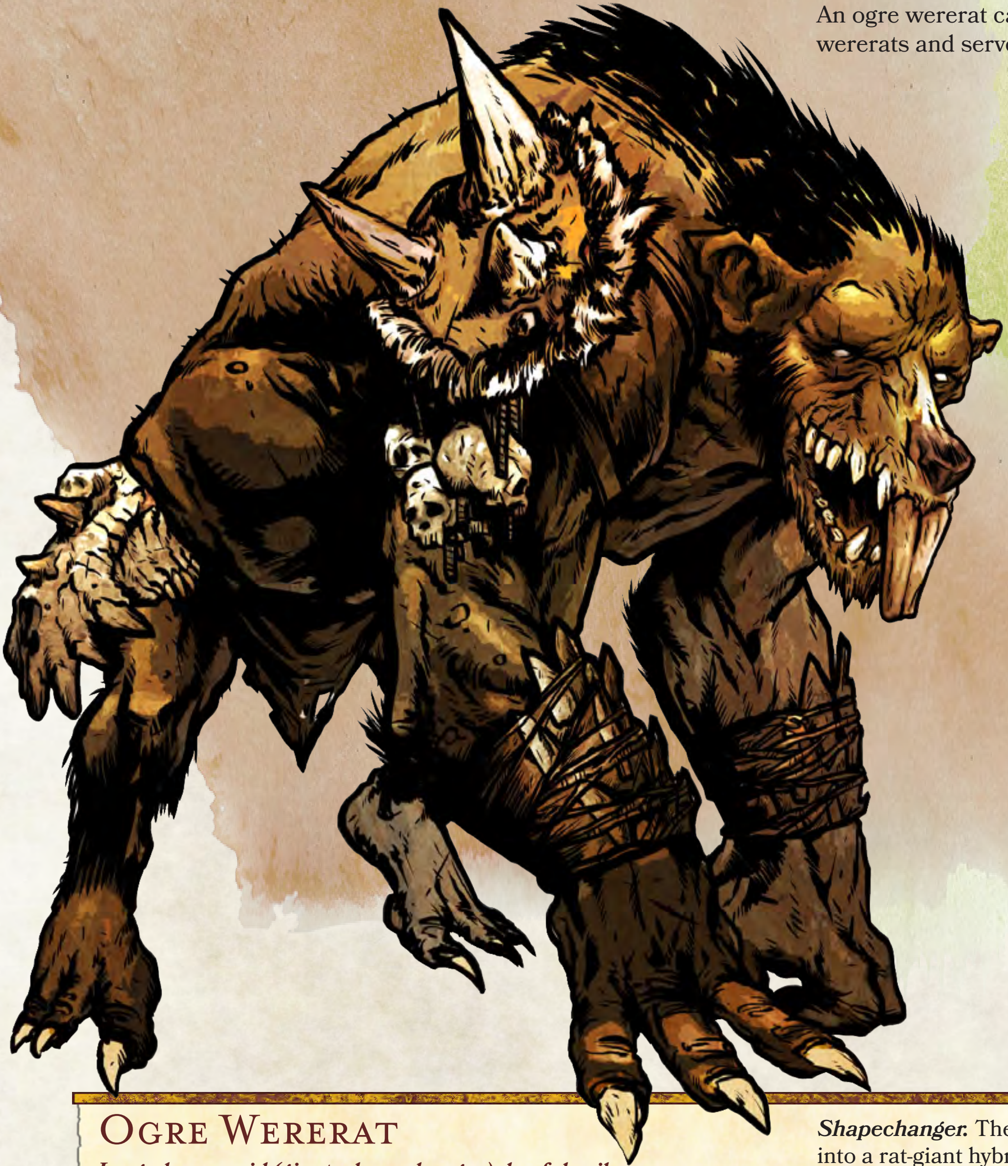
Shortsword (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, and the target must succeed on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Hand Crossbow. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, and the target must succeed on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

OGRE WERERAT

Normally only humanoids can be afflicted with lycanthropy. However, there have been a few rare cases where giants, for some unknown reason or fluke, become cursed after suffering a bite from a werecreature. The ogre wererat is such an example. To the ogre, the curse has become a gift. The transformation has given it more resistance and stamina, acute senses, cunning, and agility. Unfortunately, it now also has an insatiable appetite for flesh.

An ogre wererat can sometimes be found in the company of other wererats and serves as their muscle.



OGRE WERERAT

Large humanoid (giant, shapechanger), lawful evil

Armor Class 12 (natural armor)
Hit Points 110 (13d10 + 39)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	16 (+3)	5 (-3)	8 (-1)	7 (-2)

Skills Perception +2, Stealth +7
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Senses darkvision 60 ft., passive Perception 11
Languages Common, Giant (can't speak in rat form)
Challenge 5 (1,800 XP)

Shapechanger. The ogre wererat can use its action to polymorph into a rat-giant hybrid or into a Large giant rat, or back into its true form, which is giant. Its statistics, other than its size and AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

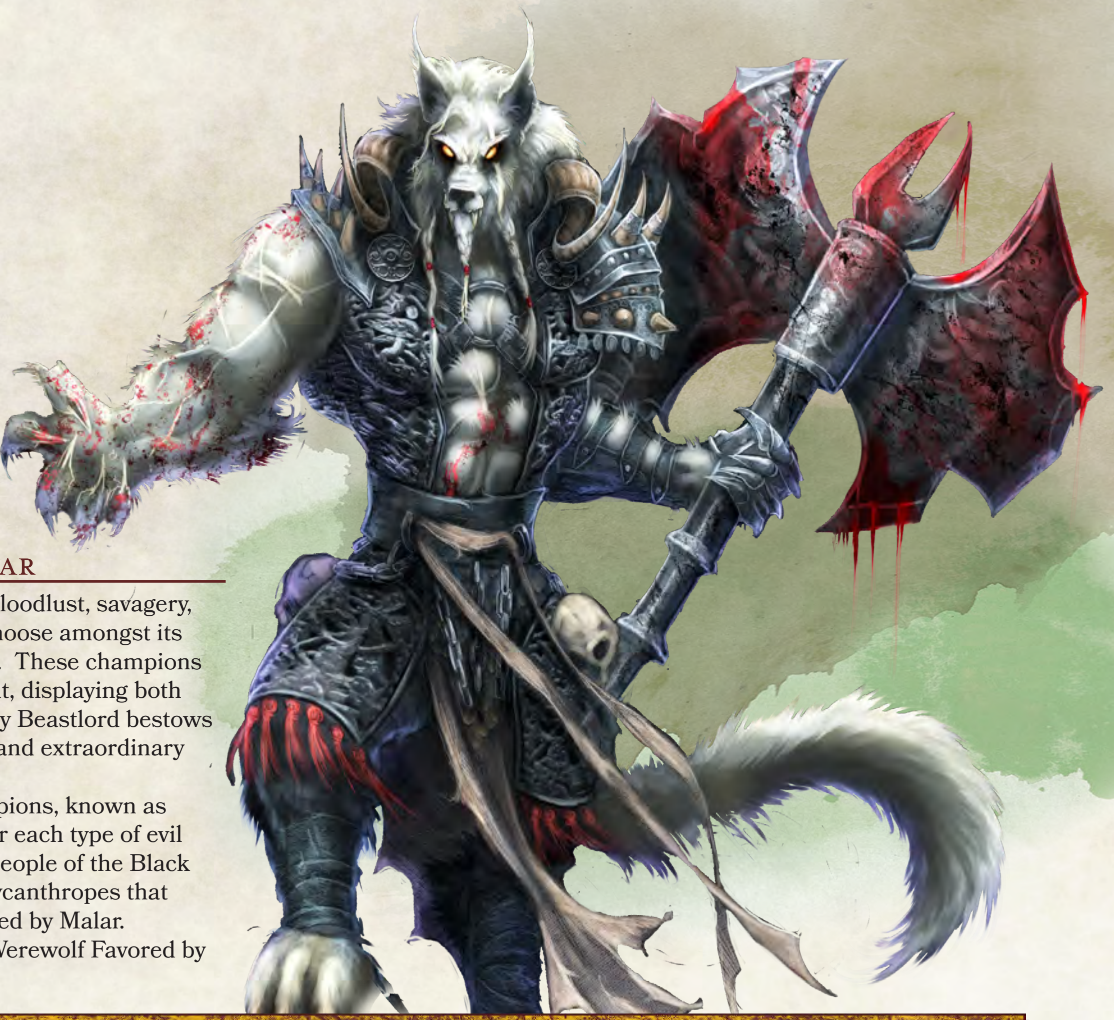
Keen Smell. The ogre wererat has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). The ogre wererat makes two attacks, only one of which can be a bite.

Bite (Rat or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) piercing damage. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with wererat lycanthropy.

Greatclub (Giant or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.



Werewolf Favored by Malar

Malar the Beastlord, the god of bestial bloodlust, savagery, and evil lycanthropes, will sometimes choose amongst its worshippers champions to lead its flock. These champions must have proven itself in savage combat, displaying both unparalleled brutality and cunning. They Beastlord bestows upon them enhanced strength, ferocity, and extraordinary abilities.

There are only a handful of such champions, known as Favored by Malar, and only one exists for each type of evil lycanthrope. The overall leader of the People of the Black Blood, a loosely organized tribe of evil lycanthropes that worship Malar, is almost always a Favored by Malar.

Presented below are the stats for the Werewolf Favored by Malar.

Werewolf Favored By Malar

Medium humanoid (human, shapechanger), chaotic evil

Armor Class 15 (chain shirt) in humanoid and hybrid form, 14 (natural armor) in wolf form
Hit Points 199 (21d8 + 105)
Speed 30 ft. (40 ft. in wolf form)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	20 (+5)	13 (+1)	14 (+2)	14 (+2)

Skills Intimidation +7, Perception +12, Stealth +7
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Senses passive Perception 22
Languages Common (can't speak in wolf form)
Challenge 13 (10,000 XP)

Shapechanger. The werewolf can use its action to polymorph into a Large wolf-humanoid hybrid or into a Large dire wolf, or back into its true form, which is humanoid. Its statistics, other than its size and AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Hearing and Smell. The werewolf has advantage on Wisdom (Perception) checks that rely on hearing and smell.

Packmaster. An ally that starts its turn within 30 feet of this werewolf that can see or hear this werewolf gains Pack Tactics until the start of its next turn, provided this werewolf isn't incapacitated.

Savage Howl (Recharge 5-6). As a bonus action, the werewolf emits a terrifying howl that also rallies its allies. Each ally that is within 30 feet of it, can hear it, and not already affected by *Savage Howl* gain advantage on attack rolls and saving throw rolls until the start of the werewolf's next turn. All other creatures within 30 feet must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the werewolf *Savage Howl* for the next 24 hours.

Actions

Multiattack (Humanoid or Hybrid Form Only). In humanoid form, the werewolf makes two greatsaxe attacks. In hybrid form, the werewolf makes one bite attack and two greataxe attacks, or one bite attack and two claw attacks.

Greataxe. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (1d12 + 5) slashing damage.

Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage. If the target is a humanoid, it must succeed on a DC 18 Constitution saving throw or be cursed with werewolf lycanthropy.

Claw (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) slashing damage.

Legendary Actions

The werewolf can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The werewolf regains spent legendary actions at the start of its turn.

Charge. The werewolf moves up to its speed.
Bite. The werewolf makes a bite attack.
Greataxe (Costs 2 Actions). The werewolf makes a greataxe attack.
Savagery of Malar (Costs 3 Actions). Up to three lycanthrope allies within 60 feet of the werewolf that can hear it can use their reactions to move up to half their speed and make one melee attack each with advantage on the roll.

MARUT

MARUT CONCORDANT

Concordants were created to carry out justice for broken contracts accepted and imposed by the marut. As with the contract holders, the concordant does not consider the grey area of things, focusing solely on what is written – however good or evil the implications may be. Concordants are persistent beings and will hunt contract-breakers through dimensions and planes until it can exact justice with its thunderous fists.

MARUT CONCORDANT

Large construct, lawful neutral

Armor Class 21 (natural armor)
Hit Points 168 (16d10 + 80)
Speed 40 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	20 (+5)	17 (+3)	13 (+1)	16 (+2)

Saving Throws Int +8, Wis +6, Cha +7
Skills Insight +6, Intimidation +7, Perception +6
Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, frightened, paralyzed, poisoned, unconscious
Senses darkvision 60 ft., passive Perception 16
Languages all but rarely speaks
Challenge 13 (10,000 XP)

Immutable Form. The marut is immune to any spell or effect that would alter its form.

Innate Spellcasting. The marut's innate spellcasting ability is Intelligence (spell save DC 16). The marut can innately cast the following spell, requiring no material components.

At will: *hunter's mark, locate creature, mind spike*
1/day: *plane shift (self only)*

Magic Resistance. The marut has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The marut attacks twice: once with its lightning slam and once with its thunder slam.

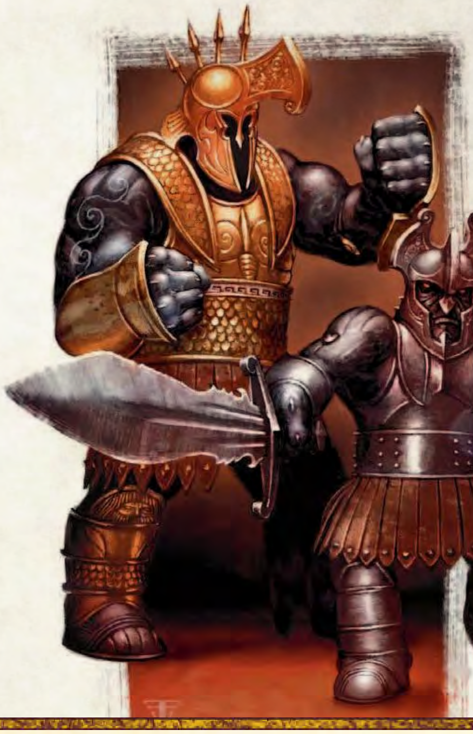
Lightning Slam. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage plus 9 (2d8) lightning damage. If the target is a creature and the attack roll against the target succeeds by 5 or more, the target must succeed on a DC 18 Constitution saving throw or be blinded until the end of the marut's next turn.

Thunder Slam. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage plus 9 (2d8) thunder damage. If the target is a creature and the attack roll against the target succeeds by 5 or more, the target must succeed on a DC 18 Constitution saving throw or be blinded until the end of the marut's next turn.

Thunderous Edict (Recharge 5-6). The marut chooses a point it can see within 60 feet of it. Thunder and lightning energy erupts in a 20-foot-radius sphere centered on that point. Every creature in that area takes 15 lightning damage and 15 thunder damage. Each creature that takes any of this damage must succeed on a DC 18 Constitution saving throw or be stunned until the end of the marut's next turn.

MARUT GUARDS

Marut guards are posted in and around the city of Sigil. Smaller than the typical marut construct, guards are armed with a greatsword that is primarily used to break any in-fighting within parties and defend the Hall of Concordance from intrusion. Marut guards are sometimes sent to accompany marut concordants on the latters' missions, especially when they are instructed to capture and bring back contract breakers.



MARUT GUARD

Medium construct, lawful neutral

Armor Class 20 (natural armor)
Hit Points 60 (8d8 + 24)
Speed 40 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	12 (+1)	12 (+1)	14 (+2)

Skills Perception +4
Damage Resistances thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, frightened, paralyzed, poisoned, unconscious
Senses darkvision 60 ft., passive Perception 14
Languages all but rarely speaks
Challenge 6 (2,300 XP)

Immutable Form. The marut is immune to any spell or effect that would alter its form.

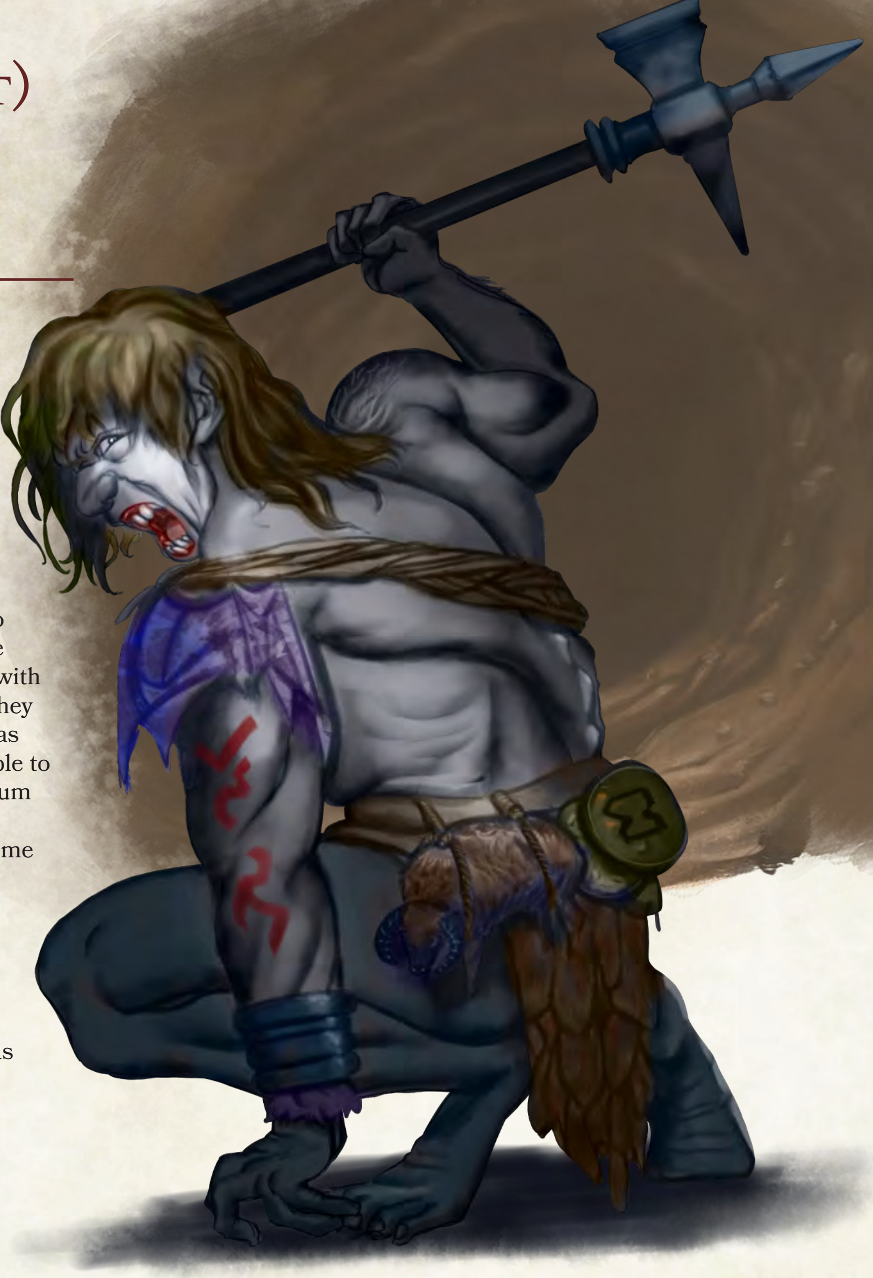
Magic Resistance. The marut has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The marut attacks twice with its greatsword.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

MAUR (HUNCHED GIANT)



MAUR (HUNCHED GIANT)

Maurs, also known as hunched giants, are rumored to be the devolved cousins of Storm Giants that have been trapped millions of years ago deep in the Underdark. The harsh, cramped, and tight spaces of subterranean life has transformed them into hunched, stoop-shouldered caricatures of their former greatness and their skin and hair pasty white. Unless there is actual space to stand up, these 15-foot tall giants are always hunched over and scraping their knuckles on the floor.

Unfurled Might. Maurs are armed with stone-mail and stone weapons, and they decorate their skin by scarring glyphs onto it. They typically set up ambush by melding into stone, wait for their intended targets to pass by them, before launching an assault with their stone warhammer. If faced with difficult foes and there is a large enough space in the area, they can unfurl, stretch, and stand in a process that can be seen as intensely painful. Once fully upright, the Maurs are better able to leverage their strength and spell capabilities to their maximum potential. Due to their evolved physiology however, they are unable to maintain an upright position for a long period of time and must return to their hunched form as soon as they can.

Symbiotic Giants. Maurs are only encountered in the Underdark, and unless forced, never leave it. They are very rarely encountered in large groups, and, due to the challenges they have with their size, they work and create symbiotic relationships with smaller intelligent races such as duergar, grimlocks, svirfneblin, and troglodytes to serve as guards in exchange for food and treasure.

MAUR (HUNCHED GIANT)

Large giant, chaotic neutral

Armor Class 16 (natural armor)
Hit Points 138 (12d10 + 72)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	8 (-1)	22 (+6)	9 (-1)	15 (+2)	16 (+3)

Skills Perception +5, Nature +5
Senses darkvision 120 ft., passive Perception 15
Languages Giant, Undercommon
Challenge 8 (3,900 XP)

Brute. A melee weapon deals one extra die of its damage when the maur hits with it (included in the attack).

Innate Spellcasting. The maur's innate spellcasting ability is Charisma (spell save DC 14). The maur can innately cast the following spells, without providing material components:

2/day each: *meld into stone, move earth, spider climb*
1/day each (while unfurled only): *call lightning, chain lightning*

ACTIONS

Multiattack. The maur makes two warhammer attacks.

Warhammer. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage, or 25 (4d8 + 7) bludgeoning damage while unfurled.

Unfurled Might (Recharges after a Short or Long Rest). For 1 minute, the maur increases in size, along with anything it is wearing or carrying. While unfurled, the maur is Huge, deals one extra die of weapon damage on Strength-based weapon attacks (included in the attacks), makes Strength checks and Strength saving throws with advantage, and gains the ability to cast call lightning and chain lighting once per day. If the maur lacks the room to become Huge, it attains the maximum size possible in the space available.

Rock. *Ranged Weapon Attack:* +10 to hit, range 30/120 ft., one target. *Hit:* 23 (3d10 +7) bludgeoning damage, or 29 (4d10 + 7) bludgeoning damage while unfurled.

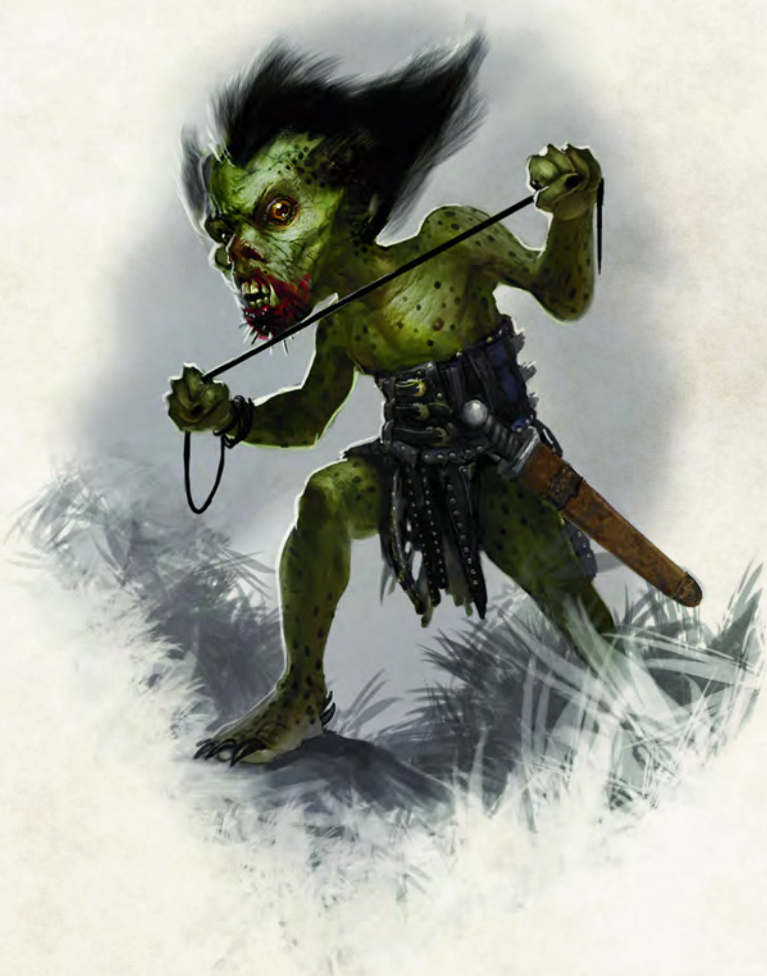
Tunnel Scream (1/Day). The maur magically emits a deafening scream in a 60-foot cone. Each creature in that area must succeed on a DC 17 Constitution saving throw or take 27 (6d8) thunder damage, be deafened for 1 minute, and stunned until the end of its next turn. On a successful save, the creature takes half as much damage and doesn't get deafened or stunned.

MEAZELS

MEAZEL ASSASSIN

Meazels with noteworthy cunning and martial skill become assassins for hire, often offering their services to intelligent creatures from the Shadowfell, such as Shadar-kai.

Dark Ambushers. They take advantage of the shadows, striking seemingly out of nowhere when their intended victim venture close to their ambush spot. Against tougher targets, meazel assassins will use their shadow teleport ability to bring the targets into the Shadowfell, leaving them temporarily to be engaged by whatever horrors that lurk nearby before returning to finish them off.



MEAZEL ASSASSIN

Medium humanoid (meazel), neutral evil

Armor Class 14
Hit Points 99 (18d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	12 (+1)	14 (+2)	14 (+2)	10 (+0)

Skills Perception +5, Stealth +7
Senses darkvision 60 ft., passive Perception 15
Languages Common
Challenge 6 (2,300 XP)

Assassinate. During its first turn, the meazel has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the meazel scores against a surprised creature is a critical hit.

Cunning Action. The meazel can take the Dash, Disengage, or Hide action as a bonus action on each of its turns.

Evasion. If the meazel is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the meazel instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/Turn). The meazel deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the meazel that isn't incapacitated and the meazel doesn't have disadvantage on the attack roll.

Shadow Stealth. While in dim light or darkness, the meazel can take the Hide action as a bonus action.

ACTIONS

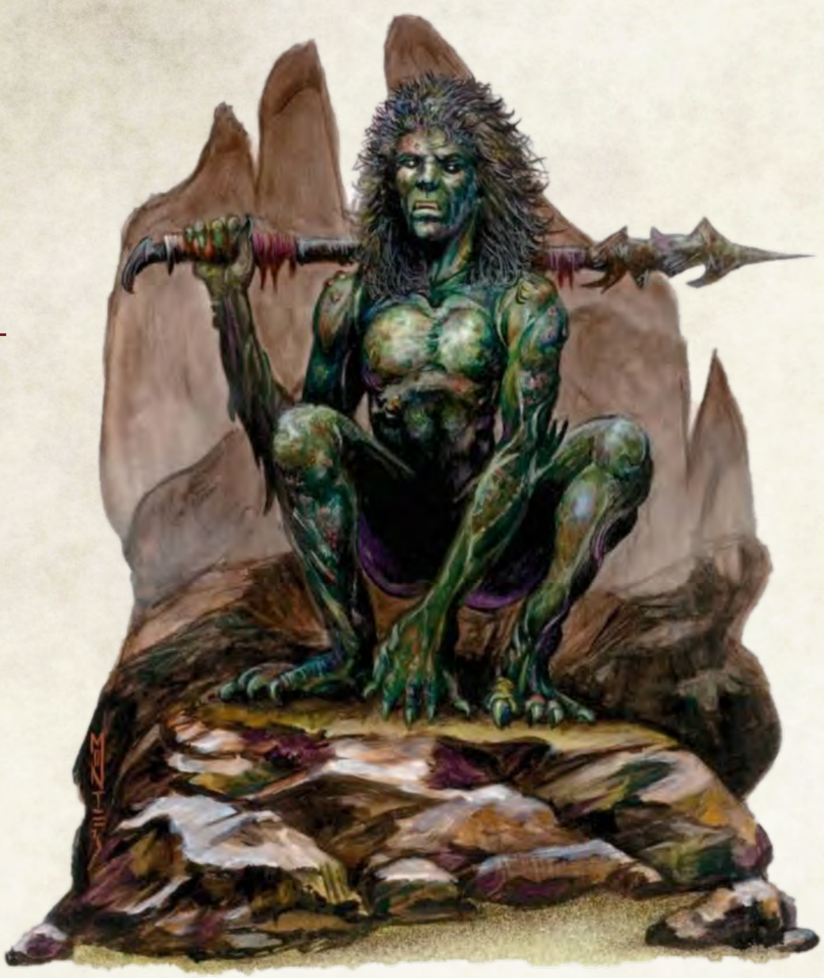
Multiattack. The meazel makes two shortsword attacks.

Garrote. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target of the meazel's size or smaller. *Hit:* 7 (1d6 + 4) bludgeoning damage, and the target is grappled (escape DC 14 with disadvantage). Until the grapple ends, the target takes 11 (2d6 + 4) bludgeoning damage at the start of each of the meazel's turns. The meazel can't make weapon attacks while grappling a creature in this way.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 3 (1d6) necrotic damage.

Shadow Teleport (Recharge 5-6). The meazel, any equipment it is wearing or carrying, and any creature it is grappling teleport to an unoccupied space within 500 feet of it, provided that the starting space and the destination are in dim light or darkness. The destination must be a place the meazel has seen before, but it need not be within line of sight. If the destination space is occupied, the teleportation leads to the nearest unoccupied space.

Any other creature the meazel teleports becomes cursed by shadow for 1 hour. Until this curse ends, every undead and every creature native to the Shadowfell within 300 feet of the cursed creature can sense it, which prevents that creature from hiding from them.



MEAZEL THUG

Some meazels are thugs that congregate and form packs for the purpose of having strength in numbers. This allows them to successfully attack groups instead of just single targets.

Meazel thugs are often hired to kill or kidnap a specific target. In such cases, the thugs will try to create a distraction, engage any guards, divert attention, and sow confusion before grabbing the target and taking it back to the Shadowfell.

MEAZEL THUG

Medium humanoid (meazel), neutral evil

Armor Class 14
Hit Points 63 (14d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	11 (+0)	14 (+2)	13 (+1)	10 (+0)

Skills Perception +3, Stealth +6
Senses darkvision 60 ft., passive Perception 13
Languages Common
Challenge 2 (450 XP)

Shadow Stealth. While in dim light or darkness, the meazel can take the Hide action as a bonus action.

Pack Tactics. The meazel has advantage on an attack roll against a creature if at least one of the meazel's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The meazel makes two shortsword attacks.

Garrote. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target of the meazel's size or smaller. *Hit:* 7 (1d6 + 4) bludgeoning damage, and the target is grappled (escape DC 14 with disadvantage). Until the grapple ends, the target takes 11 (2d6 + 4) bludgeoning damage at the start of each of the meazel's turns. The meazel can't make weapon attacks while grappling a creature in this way.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 3 (1d6) necrotic damage.

Shadow Teleport (Recharge 5-6). The meazel, any equipment it is wearing or carrying, and any creature it is grappling teleport to an unoccupied space within 500 feet of it, provided that the starting space and the destination are in dim light or darkness. The destination must be a place the meazel has seen before, but it need not be within line of sight. If the destination space is occupied, the teleportation leads to the nearest unoccupied space.

Any other creature the meazel teleports becomes cursed by shadow for 1 hour. Until this curse ends, every undead and every creature native to the Shadowfell within 300 feet of the cursed creature can sense it, which prevents that creature from hiding from them.

MEENLOCKS

MEENLOCK CORRUPTOR

Small fey, neutral evil

Armor Class 16 (natural armor)
Hit Points 71 (13d6 + 26)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	14 (+2)	12 (+1)	14 (+2)	8 (-1)

Skills Perception +6, Stealth +7, Survival +4
Condition Immunities frightened
Senses darkvision 120 ft., passive Perception 16
Languages telepathy 120 ft.
Challenge 4 (1,100 XP)

Fear Aura. Any beast or humanoid that starts its turn within 10 feet of the meenlock must succeed on a DC 12 Wisdom saving throw or be frightened until the start of the creature's next turn.

Innate Spellcasting (Psionics). The meenlock's innate spellcasting ability is Wisdom (spell save DC 12). The meenlock can innately cast the following spells, without providing material components:

1/day each: *dominate person, enemies abound*

Light Sensitivity. While in bright light, the meenlock has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Horrid Link (1/Turn). As a bonus action, the meenlock targets a creature it can see within 30 feet of it. Each time the meenlock takes damage, the target takes 5 (1d10) psychic damage. This effect lasts until the start of the meenlock's next turn.

Shadow Teleport (Recharge 5-6). As a bonus action, the meenlock can teleport to an unoccupied space within 30 feet of it, provided that both the space it's teleporting from and its destination are in dim light or darkness. The destination need not be within line of sight.

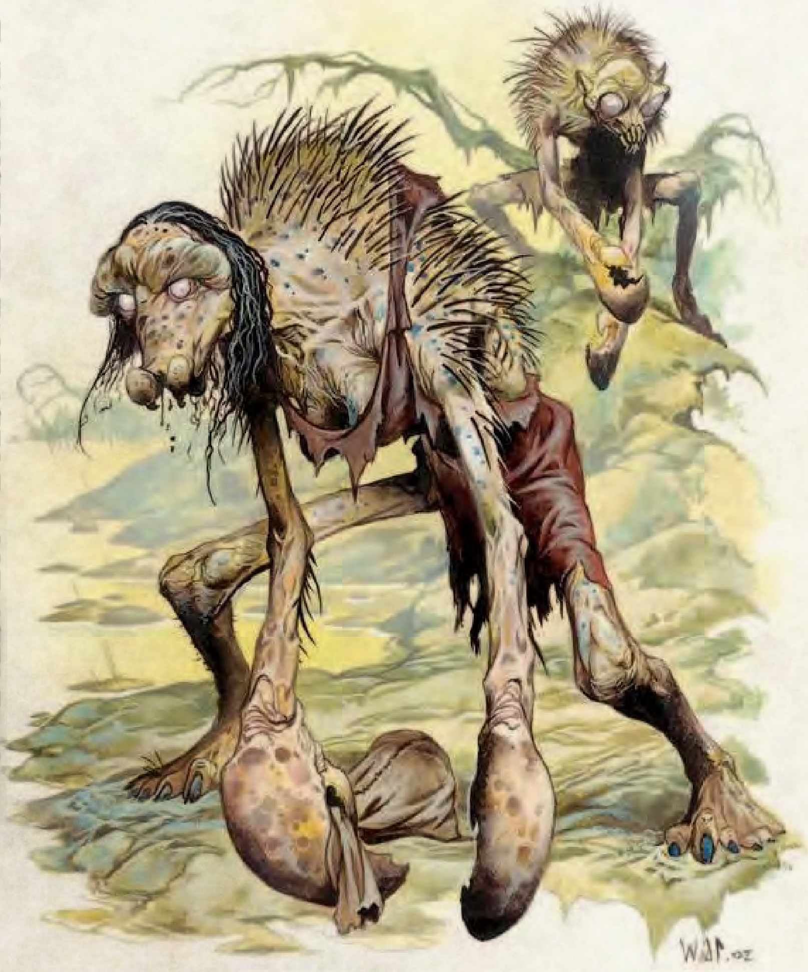
ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage, and the target must succeed on a DC 12 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Corrupt Thoughts. The meenlock targets a humanoid creature within 30 feet of it. The creature must succeed on a DC 12 Wisdom saving throw. A nongood creature has disadvantage on the saving throw. On a failed save, the creature takes 16 (4d6 + 2) psychic damage and is cursed for 1 minute. Until the curse ends, the target has disadvantage on Wisdom and Intelligence saving throws, all ability checks, and the meenlock is always invisible to it. On a successful save, the creature takes only half as much damage and isn't cursed.

MEENLOCK CORRUPTOR

Meenlock corruptors take utmost pleasure in psychologically tormenting their prey. These twisted fey make full use of their Horrid Link and Corrupt Thoughts ability, cursing their targets to make them vulnerable to further psychic attacks. They will use the spell *enemies abound* against a large group, and *dominate person* against smaller ones.



MEENLOCK ELDER

The meenlock elder is an older and more power meenlock corruptor. It knows more psionic spells it can cast to torment its foes and has the capability to force foes to attack each other.

MEENLOCK ELDER

Small fey, neutral evil

Armor Class 16 (natural armor)
Hit Points 88 (16d6 + 32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	14 (+2)	12 (+1)	16 (+3)	9 (-1)

Skills Perception +9, Stealth +9, Survival +6
Condition Immunities frightened
Senses darkvision 120 ft., passive Perception 19
Languages telepathy 120 ft.
Challenge 5 (1,800 XP)

Fear Aura. Any beast or humanoid that starts its turn within 10 feet of the meenlock must succeed on a DC 13 Wisdom saving throw or be frightened until the start of the creature's next turn.

Innate Spellcasting (Psionics). The meenlock's innate spellcasting ability is Wisdom (spell save DC 12). The meenlock can innately cast the following spells, without providing material components:

2/day each: *darkness, enemies abound, mind spike*
1/day each: *dominate person, mass suggestion, synaptic static*

Light Sensitivity. While in bright light, the meenlock has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Horrid Link (1/Turn). As a bonus action, the meenlock targets a creature it can see within 30 feet of it. Each time the meenlock takes damage, the target takes 5 (1d10) psychic damage. This effect lasts until the start of the meenlock's next turn.

Shadow Teleport (Recharge 5-6). As a bonus action, the meenlock can teleport to an unoccupied space within 30 feet of it, provided that both the space it's teleporting from and its destination are in dim light or darkness. The destination need not be within line of sight.

ACTIONS

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage, and the target must succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Corrupt Thoughts. The meenlock targets a humanoid creature within 30 feet of it. The creature must succeed on a DC 14 Wisdom saving throw. A nongood creature has disadvantage on the saving throw. On a failed save, the creature takes 20 (5d6 + 3) psychic damage and is cursed for 1 minute. Until the curse ends, the target has disadvantage on Wisdom and Intelligence saving throws, all ability checks, and the meenlock is always invisible to it. On a successful save, the creature takes only half as much damage and isn't cursed.

Twisted Thoughts (Recharge 5-6). The meenlock chooses up to three humanoid creatures it can see within 30 feet of it. Each target must succeed on a DC 14 Intelligence saving throw. On a failed save, the target must use its reaction to move up to half its speed and make one weapon attack against a creature of the meenlock's choice.

MEENLOCK STALKER

The meenlock stalker is an extraordinary tracker. It uses *mind spike* to keep track of its prey, and *darkness* and shadow stealth to keep from being noticed. When it finally finds an ideal moment to ambush its prey, it first uses Maddening Thoughts to stun it, before rending it with its claws to paralyze it.

MEENLOCK STALKER

Small fey, neutral evil

Armor Class 16 (natural armor)
Hit Points 55 (10d6 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	17 (+3)	14 (+2)	11 (+0)	14 (+2)	8 (-1)

Skills Perception +6, Stealth +7, Survival +4
Condition Immunities frightened
Senses darkvision 120 ft., passive Perception 16
Languages telepathy 120 ft.
Challenge 3 (700 XP)

Fear Aura. Any beast or humanoid that starts its turn within 10 feet of the meenlock must succeed on a DC 12 Wisdom saving throw or be frightened until the start of the creature's next turn.

Innate Spellcasting (Psionics). The meenlock's innate spellcasting ability is Wisdom (spell save DC 12). The meenlock can innately cast the following spells, without providing material components:

1/day each: *darkness, mind spike*

Light Sensitivity. While in bright light, the meenlock has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

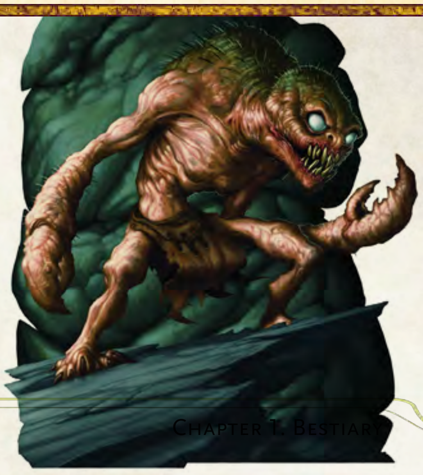
Shadow Stealth. While in dim light or darkness, the meenlock can take the Hide action as a bonus action.

Shadow Teleport (Recharge 5-6). As a bonus action, the meenlock can teleport to an unoccupied space within 30 feet of it, provided that both the space it's teleporting from and its destination are in dim light or darkness. The destination need not be within line of sight.

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage, and the target must succeed on a DC 12 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Maddening Thoughts. The meenlock targets a humanoid creature within 30 feet of it. The creature must succeed on a DC 12 Intelligence saving throw. On a failed save, the creature takes 12 (3d6 + 2) psychic damage and is stunned until the end of its next turn.

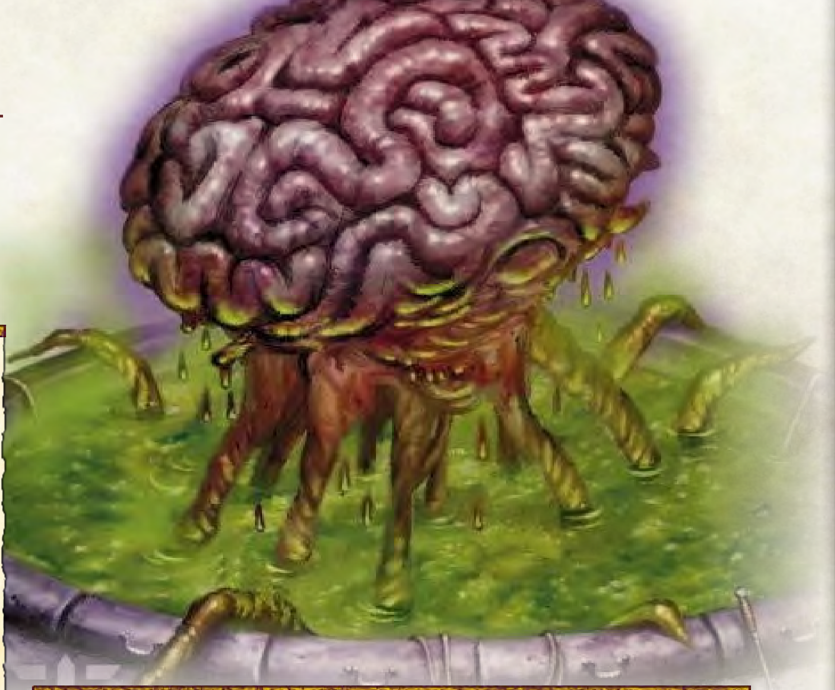


MIND FLAYERS

ANCIENT ELDER BRAIN

An ancient elder brain has lived for centuries and has absorbed thousands of mind flayer brains, making it even more powerful. It has increased its spellcasting powers and can lash out with two tentacles at a time during combat.

It is never without a few ulitharids near its brine pool that serve as its guardians.



ANCIENT ELDER BRAIN

Huge aberration, lawful evil

Armor Class 10
Hit Points 297 (22d12 + 154)
Speed 5 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	24 (+7)	22 (+6)	20 (+5)	24 (+7)

Saving Throws Int +12, Wis +11, Cha +13
Skills Arcana +12, Deception +13, Insight +11, Intimidation +13, Persuasion +13
Senses blindsight 120 ft., passive Perception 15
Languages understands Common, Deep Speech, and Undercommon but can't speak, telepathy 5 miles
Challenge 20 (25,000 XP)

Creature Sense. The elder brain is aware of the presence of creatures within 2 miles of it that have an Intelligence score of 4 or higher. It knows the distance and direction to each creature, as well as each creature's Intelligence score, but can't sense anything else about it. A creature protected by a mind blank spell, a nondetection spell, or similar magic can't be perceived in this manner.

Innate Spellcasting (Psionics). The elder brain's innate spellcasting ability is Intelligence (spell save DC 20). The elder brain can innately cast the following spells, without providing material components:

At will: *detect thoughts, levitate, shield*
3/day each: *dominate monster, telekinesis*
1/day each: *plane shift, psychic scream*

Legendary Resistance (3/Day). If the elder brain fails a saving throw, it can choose to succeed instead.

Magic Resistance. The elder brain has advantage on saving throws against spells and other magical effects.

Telepathic Hub. The elder brain can use its telepathy to initiate and maintain telepathic conversations with up to ten creatures at a time. The elder brain can let those creatures telepathically hear each other while connected in this way.

ACTIONS

Multiattack. The elder brain makes two tentacle attacks.

Tentacle. *Melee Weapon Attack:* +12 to hit, reach 40 ft., one creature. *Hit:* 28 (5d8 + 6) bludgeoning damage. If the target is Huge or smaller, it is grappled (escape DC 16) and and takes 15 (2d8 + 6) psychic damage at the start of each of its turns until the grapple ends. The elder brain can have up to four targets grappled at a time.

Mind Blast (Recharge 5-6). The elder brain magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 20 Intelligence saving throw or take 39 (6d10 + 6) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Psychic Link. The elder brain targets one incapacitated creature it can perceive with its Creature Sense trait and establises a psychic link with that creature. Until the psychic link ends, the elder brain can perceive everything the target senses. The target becomes aware that something is linked to its mind once it is no longer incapacitated, and the elder brain can terminate the link at any time (no action required). The target can use an action on its turn to attempt to break the psychic link, doing so with a successful DC 20 Charisma saving throw. On a successful save, the target takes 14 (4d6) psychic damage. The psychic link also ends if the target and the elder brain are more than 5 miles apart, with no consequences to the target. The elder brain can form psychic links with up to ten creatures at a time.

Sense Thoughts. The elder brain targets a creature with which it has a psychic link. The elder brain gains insight into the target's reasoning, its emotional state, and thoughts that loom large in its mind (including things the target worries about, loves, or hates}. The elder brain can also make a Charisma (Deception) check with advantage to deceive the target's mind into thinking it believes one idea or feels a particular emotion. The target contests this attempt with a Wisdom (Insight} check. If the elder brain succeeds, the mind believes the deception for l hour or until evidence of the lie is presented to the target.

LEGENDARY ACTIONS

The elder brain can take 3 legendary actions, choosing from the options below. It can take only one legendary action at a time and only at the end of another creature's turn. The elder brain regains spent legendary actions at the start of its turn.

Tentacle. The elder brain makes a tentacle attack.
Break Concentration. The elder brain targets a creature within 120 feet of it with which it has a psychic link. The elder brain breaks the creature's concentration on a spell it has cast. The creature also takes 1d6 psychic damage per level of the spell.
Psychic Pulse. The elder brain targets a creature within 120 feet of it with which it has a psychic link. Enemies of the elder brain within 10 feet of that creature take 14 (4d6) psychic damage.
Sever Psychic Link. The elder brain targets a creature within 120 feet of it with which it has a psychic link. The elder brain ends the link, causing the creature to have disadvantage on all ability checks, attack rolls, and saving throws until the end of the creature's next turn.
Cast Spell (Costs 3 Actions). The elder brain casts a spell.

Ulitharid Mastermind

Large aberration, lawful evil

Armor Class 15 (breastplate)
Hit Points 135 (18d10 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	15 (+2)	22 (+6)	19 (+4)	21 (+5)

Saving Throws Int +10, Wis +8, Cha +9
Skills Arcana +10, Deception +9, Insight +8, Perception +8, Persuasion +9, Stealth +5
Senses darkvision 120 ft., passive Perception 18
Languages Deep Speech, Undercommon, telepathy 2 miles
Challenge 12 (8,400 XP)

Creature Sense. The ulitharid is aware of the presence of creatures within 2 miles of it that have an Intelligence score of 4 or higher. It knows the distance and direction to each creature, as well as each creature's Intelligence score, but can't sense anything else about it. A creature protected by a mind blank spell, a nondetection spell, or similar magic can't be perceived in this manner.

Cunning Action. The ulitharid can take the Dash, Disengage, or Hide action as a bonus action on each of its turns.

Cunning Insight (Recharges 5-6). As a bonus action, the ulitharid chooses a target it can see within 30 feet of it. The ulitharid and up to 3 creatures of its choice have advantage on ability checks, attack rolls, and saving throws made against the target. In addition, the target has disadvantage on ability checks and attack rolls made against the ulitharid. These effects last until the start of the ulitharid's next turn.

Cunning Presence. An ally that starts is turn within 30 feet of this ulitharid and can see and hear this ulitharid can take the Dash, Disengage, or Hide action as a bonus action this turn, provided the ulitharid isn't incapacitated.

Magic Resistance. The ulitharid has advantage on saving throws against spells and other magical effects.

Psionic Hub. If an elder brain establishes a psychic link with the ulitharid, the elder brain can form a psychic link with any other creature the ulitharid can detect using its Creature Sense. Any such link ends if the creature falls outside the telepathy ranges of both the ulitharid and the elder brain. The ulitharid can maintain its psychic link with the elder brain regardless of the distance between them, so long as they are both on the same plane of existence. If the ulitharid is more than 5 miles away from the elder brain, it can end the psychic link at any time (no action required).

Innate Spellcasting (Psionics). The ulitharid's innate spellcasting ability is Intelligence (spell save DC 18). The ulitharid can innately cast the following spells, without providing material components:

At will: *detect thoughts, levitate*
1/day (each): *confusion, dominate monster, eyebite, feeblemind, mass suggestion, plane shift (self only), project image, scrying, telekinesis*

Actions

Tentacles. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one creature. *Hit:* 28 (4d10 + 6) psychic damage. If the target is Large or smaller, it is grappled (escape DC 14) and must succeed on a DC 18 Intelligence saving throw or be stunned until this grapple ends.

Extract Brain. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one incapacitated humanoid grappled by the ulitharid. *Hit:* 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, the ulitharid kills the target by extracting and devouring its brain.

Mind Blast (Recharge 5-6). The ulitharid magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 18 Intelligence saving throw or take 32 (4d12 + 6) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

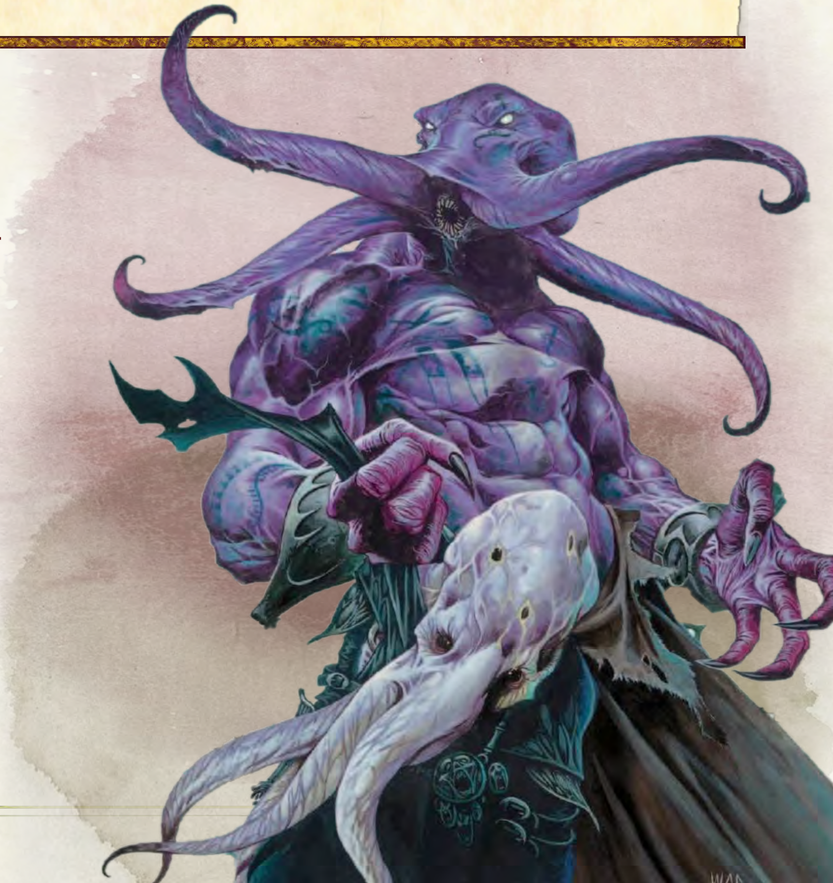
Reactions

Misdirection. When the ulitharid is targeted by an attack while a creature within 5 feet of it is granting it cover against that attack, it can have the attack target that creature instead.

Ulitharid Mastermind

An ulitharid mastermind is an extremely brilliant tactician, schemer, and manipulator. It does its work behind the scenes, secretly instructing its minions and underlings to do the dirty, hands-on tasks, while also influencing other powerful beings, such as other ulitharid and illithids, to work towards its goals, knowingly or unknowingly.

Paranoid Schemer. Due to its nature, an ulitharid mastermind is very careful in its actions, for fear that the elder brain will find it a threat, and end its life early. Because of this, it is very paranoid and tends to get rid of any loose ends, consuming their brains to leave no trace of evidence that the elder brain might discover.

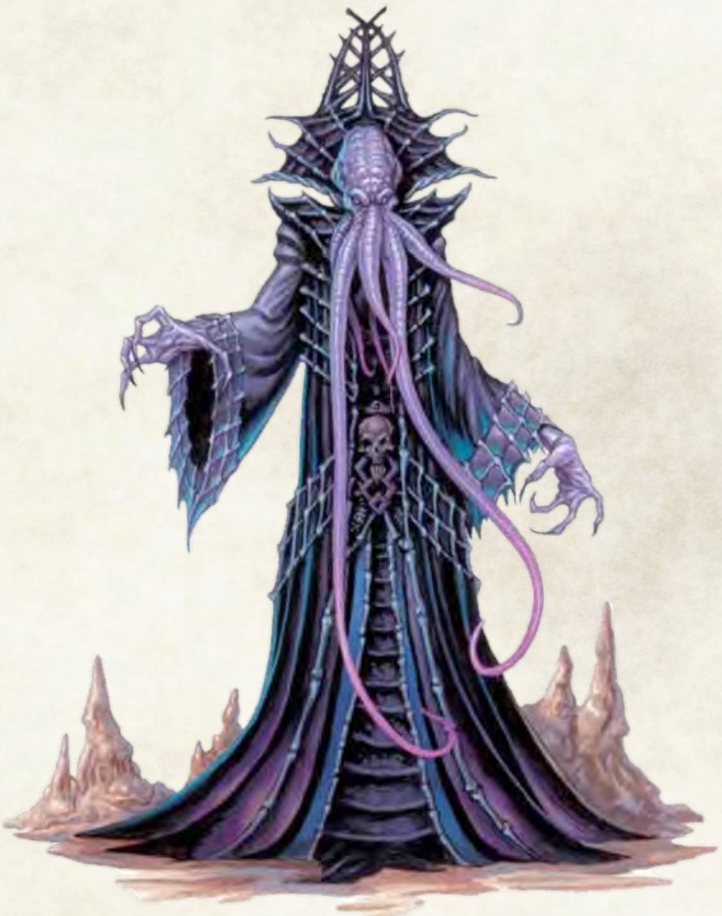


ULITHARID SUPREME

The most powerful ulitharid is given the title of Supreme and acts as the right hand of the illithid colony's elder brain. It rarely leaves the safety of its colony, preferring to act as the ulitharid's leader in an administrative function.

If it does have to leave, it is always accompanied by a couple of lesser ulitharids and more than a dozen illithid bodyguards. However, this is more for show than necessity, as the ulitharid supreme is very capable of defending itself, even against powerful foes, such as high level adventurers or giths.

Constant Threat. Despite how loyal it is to the elder brain, the ulitharid supreme knows that it has grown too much in power and will be recognized as a threat by the elder brain and its minions. It will thus prepare for contingencies, either to escape and break off from the colony, or to destroy and replace the elder brain as the colony's new leader.



ULITHARID SUPREME

Large aberration, lawful evil

Armor Class 15 (breastplate)
Hit Points 161 (19d10 + 57)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	16 (+3)	22 (+6)	20 (+5)	22 (+6)

Saving Throws Int +12, Wis +11, Cha +12
Skills Arcana +12, Deception +12, Insight +11, Perception +11, Stealth +7
Senses darkvision 120 ft., passive Perception 21
Languages Deep Speech, Undercommon, telepathy 2 miles
Challenge 17 (18,000 XP)

Creature Sense. The ulitharid is aware of the presence of creatures within 2 miles of it that have an Intelligence score of 4 or higher. It knows the distance and direction to each creature, as well as each creature's Intelligence score, but can't sense anything else about it. A creature protected by a mind blank spell, a nondetection spell, or similar magic can't be perceived in this manner.

Legendary Resistance (3/Day). If the ulitharid fails a saving throw, it can choose to succeed instead.

Magic Resistance. The ulitharid has advantage on saving throws against spells and other magical effects.

Psionic Hub. If an elder brain establishes a psychic link with the ulitharid, the elder brain can form a psychic link with any other creature the ulitharid can detect using its Creature Sense. Any such link ends if the creature falls outside the telepathy ranges of both the ulitharid and the elder brain. The ulitharid can maintain its psychic link with the elder brain regardless of the distance between them, so long as they are both on the same plane of existence. If the ulitharid is more than 5 miles away from the elder brain, it can end the psychic link at any time (no action required).

Innate Spellcasting (Psionics). The ulitharid's innate spellcasting ability is Intelligence (spell save DC 20). The ulitharid can innately cast the following spells, without providing material components:

At will: *detect thoughts, levitate, shield*
3/day each: *confusion, scrying, telekinesis*
1/day each: *dominate monster, eyebite, feeblemind, mass suggestion, plane shift (self only), project image*

ACTIONS

Tentacles. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one creature. *Hit:* 28 (4d10 + 6) psychic damage. If the target is Large or smaller, it is grappled (escape DC 14) and must succeed on a DC 19 Intelligence saving throw or be stunned until this grapple ends.

Extract Brain. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one incapacitated humanoid grappled by the ulitharid. *Hit:* 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, the ulitharid kills the target by extracting and devouring its brain.

Mind Blast (Recharge 5-6). The ulitharid magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 20 Intelligence saving throw or take 32 (4d12 + 6) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

LEGENDARY ACTIONS

The ulitharid can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The ulitharid regains spent legendary actions at the start of its turn.

Tentacles. The ulitharid makes one attack with its tentacles.
Cast Spell (Costs 2 Actions). The ulitharid casts a spell.
Extract Brain (Costs 2 Actions). The ulitharid uses Extract Brain.

MOHRG

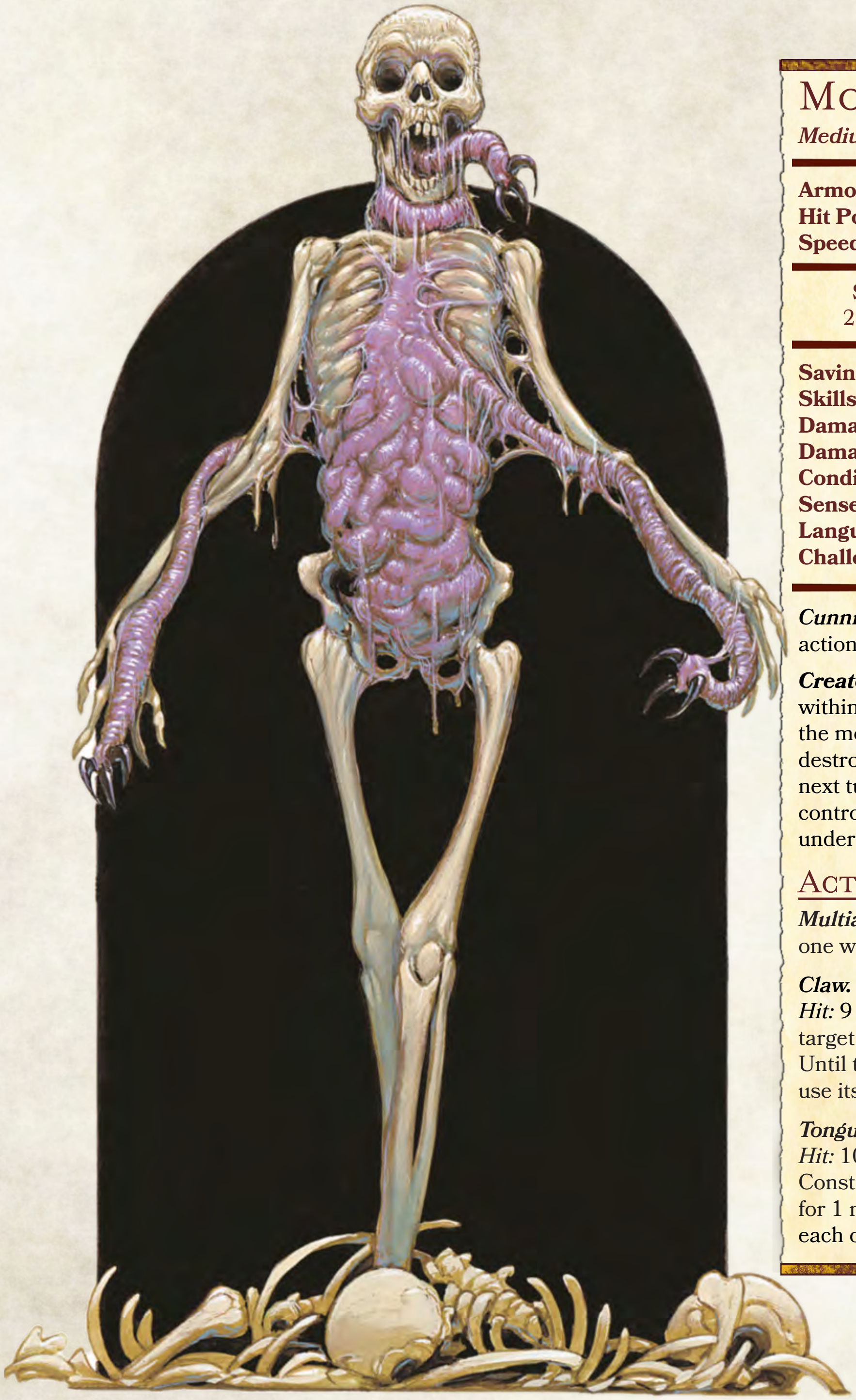
MOHRG

Serial killers and mass murderers who had a strong hatred for life and die without atoning for their sins catch the attention of Orcus, the Demon Prince of Undeath. These wicked souls are gifted unlife by the demon lord, and rise as mohrgs to continue their passion for killing.

Supernatural Strength. A mohrg appears as a nearly skeletal humanoid corpse, with its rib cage showing grotesque, writhing organs and viscera. It moves with incredible speed and unnatural strength, and often catches its victims with surprise because of this.

Cunning Sadist. Despite its appearances, a mohrg is not a mindless undead. It is quite cunning and feverishly experiences a perverse pleasure toying with and killing its victims. It will even carry a conversation with its prey, tormenting it with its thoughts of how it will slowly torture and dismember it alive.

Undead Nature. A mohrg doesn't require air, food, drink, or sleep.



MOHRG

Medium undead, chaotic evil

Armor Class 16 (natural armor)
Hit Points 105 (14d8 + 42)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	19 (+4)	16 (+3)	11 (+0)	12 (+1)	14 (+2)

Saving Throws Dex +7, Wis +4
Skills Perception +4, Stealth +10
Damage Resistances necrotic
Damage Immunities poison
Condition Immunities charmed, frightened, poisoned
Senses darkvision 60 ft., passive Perception 14
Languages the languages it knew in life
Challenge 7 (2,900 XP)

Cunning Action. On each of its turns, the mohrg can use a bonus action to take the Dash, Disengage, or Hide action.

Create Ghoul. As a bonus action, the mohrg can choose a corpse within 5 feet of it. The corpse must be that of a humanoid slain by the mohrg. Unless the humanoid is restored to life or its body is destroyed, the corpse will rise as a ghoul at the start of the mohrg's next turn. The ghoul will act as an ally of the mohrg and under control of the mohrg. The mohrg can have no more than four ghouls under its control at one time.

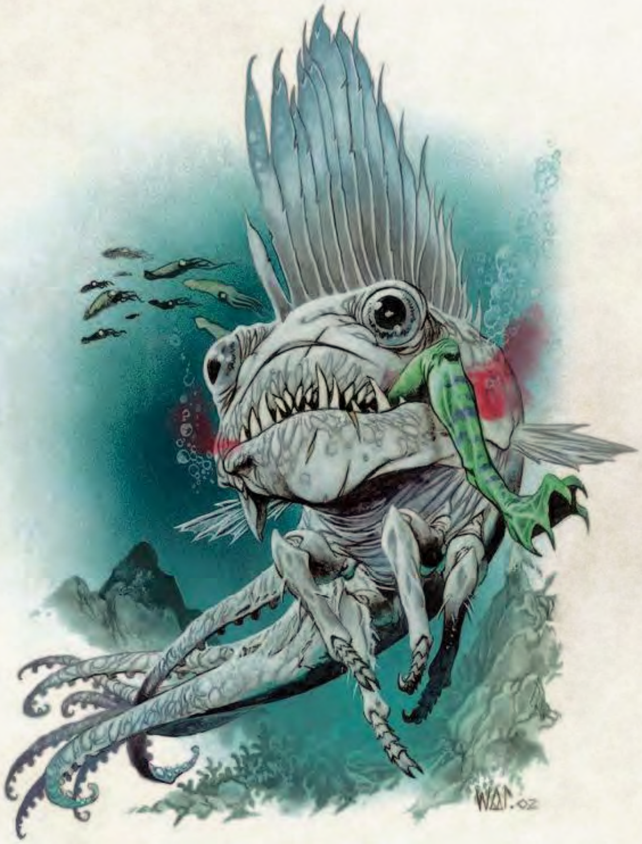
ACTIONS

Multiattack. The mohrg makes three attacks: two with its claws and one with its tongue.

Claw. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage plus 4 (1d8) necrotic damage and target is grappled (escape DC 15) if it is a Large or smaller creature. Until this grapple ends, the target is restrained, and the mohrg can't use its one of its claw attacks on another target.

Tongue. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 10 (3d6) necrotic damage, and the target must succeed a DC 14 Constitution saving throw. On a failed save, the target is paralyzed for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

MORKOTH



ANCIENT MORKOTH

Morkoth normally only live for 80-100 years but a very rare few have unnatural life spans that go beyond that. These ancient morkoth has grown larger and more powerful than their brethren, and have amassed vast amounts of knowledge, becoming powerful wizards.

They make their lairs in the center of treacherous underwater mazes in the deepest parts of the seas or Underdark lakes.

ANCIENT MORKOTH

Large aberration, lawful evil

Armor Class 18 (natural armor)
Hit Points 209 (22d10 + 88)
Speed 25 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	21 (+5)	16 (+3)	14 (+2)

Saving Throws Dex +7, Int +10, Wis +8
Skills Arcana +10, History +10, Perception +8, Stealth +7
Senses darkvision 120 ft., passive Perception 18
Languages telepathy 120 ft.
Challenge 16 (15,000 XP)

Amphibious. The morkoth can breathe air and water.

Legendary Resistance (3/Day). If the morkoth fails a saving throw, it can choose to succeed instead.

Spellcasting. The morkoth is an 15th-level spellcaster. Its spellcasting ability is Intelligence (save DC 18, +10 to hit with spell attacks). The morkoth has the following wizard spells prepared:

Cantrips (at will): acid splash, mage hand, mending, ray of frost, shocking grasp
1st level (4 slots): *detect magic, identify, shield, witch bolt*
2nd level (3 slots): *darkness, detect thoughts, shatter*
3rd level (3 slots): *dispel magic, lightning bolt, sending*
4th level (3 slots): *dimension door, Evard's black tentacles*
5th level (2 slots): *geas, scrying, telekinesis*
6th level (1 slot): *chain lightning*
7th level (1slot): *forcecage*
8th level (1 slot): *dominate monster*

ACTIONS

Multiattack. The morkoth makes three attacks: two with its bite and one with its tentacles or three with its bite.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) slashing damage.

Tentacles. *Melee Weapon Attack:* +9 to hit, reach 20 ft., one target. *Hit:* 22 (4d8 + 4) bludgeoning damage, and the target is grappled (escape DC 17) if it is a Large or smaller creature. Until this grapple ends, the target is restrained and takes 22 (4d8 + 4) bludgeoning damage at the start of each of the morkoth's turns, and the morkoth can't use its tentacles on another target.

Hypnosis. The morkoth projects a 30-foot cone of magical energy. Each creature in that area must make a DC 18 Wisdom saving throw. On a failed save, the creature is charmed by the morkoth for 1 minute. While charmed in this way, the target tries to get as close to the morkoth as possible, using its actions to Dash until it is within 5 feet of the morkoth. A charmed target can repeat the saving throw at the end of each of its turns and whenever it takes damage, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature has advantage on saving throws against the morkoth's Hypnosis for 24 hours.

LEGENDARY ACTIONS

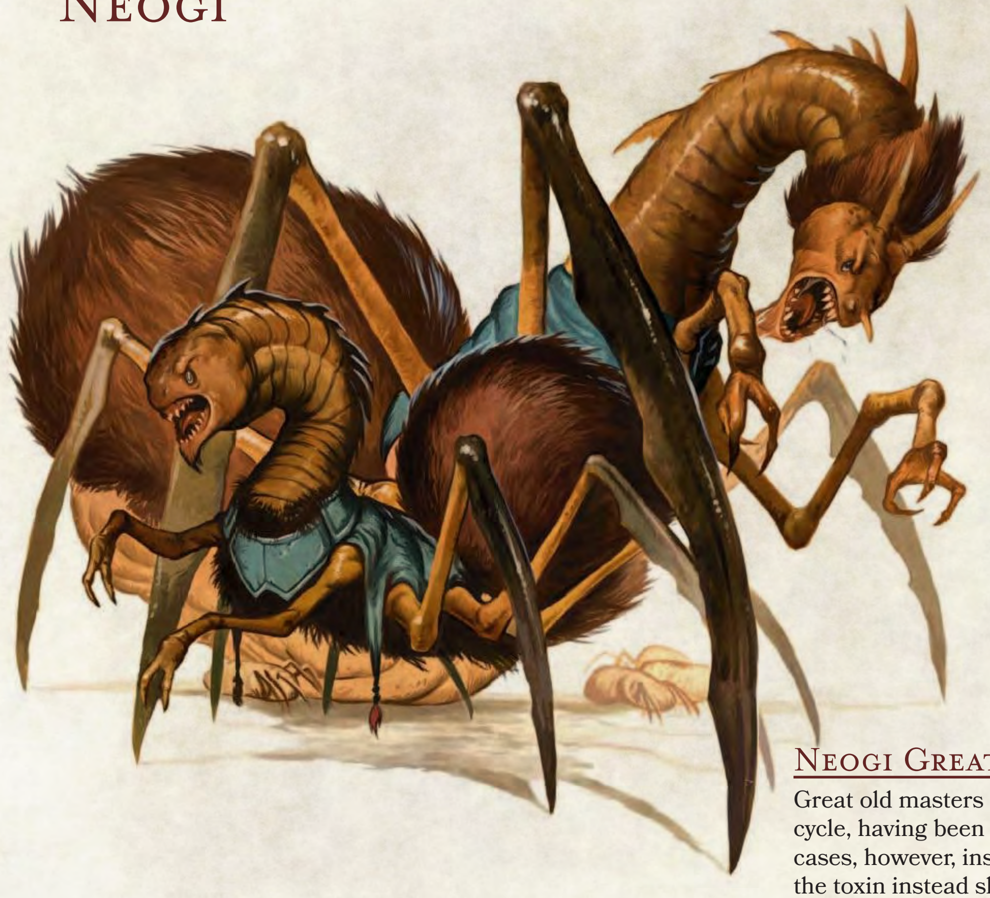
The morkoth can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The morkoth regains spent legendary actions at the start of its turn.

Bite. The morkoth makes one bite attack.
Tentacles. The morkoth makes one attack with its tentacles.
Hypnosis (Costs 2 Actions). The morkoth uses Hypnosis.
Cast Spell (Costs 1-3 Actions). The morkoth uses a spell slot to cast a 1st-, 2nd-, or 3rd-level spell that it has prepared. Doing so costs 1 legendary action per level of the spell.

REACTIONS

Spell Reflection. If the morkoth makes a successful saving throw against a spell, or a spell attack misses it, the morkoth can choose another creature (including the spellcaster) it can see within 120 feet of it. The spell targets the chosen creature instead of the morkoth. If the spell forced a saving throw, the chosen creature makes its own save. If the spell was an attack, the attack roll is rerolled against the chosen creature.

NEOGI



NEOGI GREAT OLD MASTER

Great old masters are huge, bloated neogi at the end of its life cycle, having been injected with toxin by other neogi. In very rare cases, however, instead of the great old master becoming helpless, the toxin instead slowly transforms the creature into a feral, egg-infested abomination with renewed unnatural strength.

Unleash Hatchlings. It combat, it relies primarily on brute might, tearing its foes with its toothy maw and claws. When faced against overwhelming numbers, it can pop and release the hatchlings from its body. These hatchlings immediately swarm nearby foes and distracting them from the real threat.

NEOGI GREAT OLD MASTER

Huge aberration, lawful evil

Armor Class 14 (natural armor)
Hit Points 207 (18d12 + 90)
Speed 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	20 (+5)	3 (-3)	14 (+2)	10 (+0)

Senses darkvision 120 ft. (penetrates magical darkness), passive Perception 12
Languages Common, Deep Speech, Undercommon, telepathy 120 ft.
Challenge 11 (7,200 XP)

Mental Fortitude. The great old master has advantage on saving throws against being charmed or frightened, and magic can't put the neogi to sleep.

Spider Climb. The great old master can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The great old master makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage plus 28 (8d6) poison damage, and the target must succeed on a DC 17 Constitution saving throw or become poisoned for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Release Hatchlings (Recharges 5-6). The great old master releases out 2d4 neogi hatchlings. The neogi hatchlings appear in unoccupied spaces within 30 feet of the great old master and acts as its allies. The neogi hatchlings act right after the great old master on the same initiative count and fight until they're destroyed. The great old master can only release up to a total of 40 neogi hatchlings (the total is shared with its Pop Hatchlings reaction).

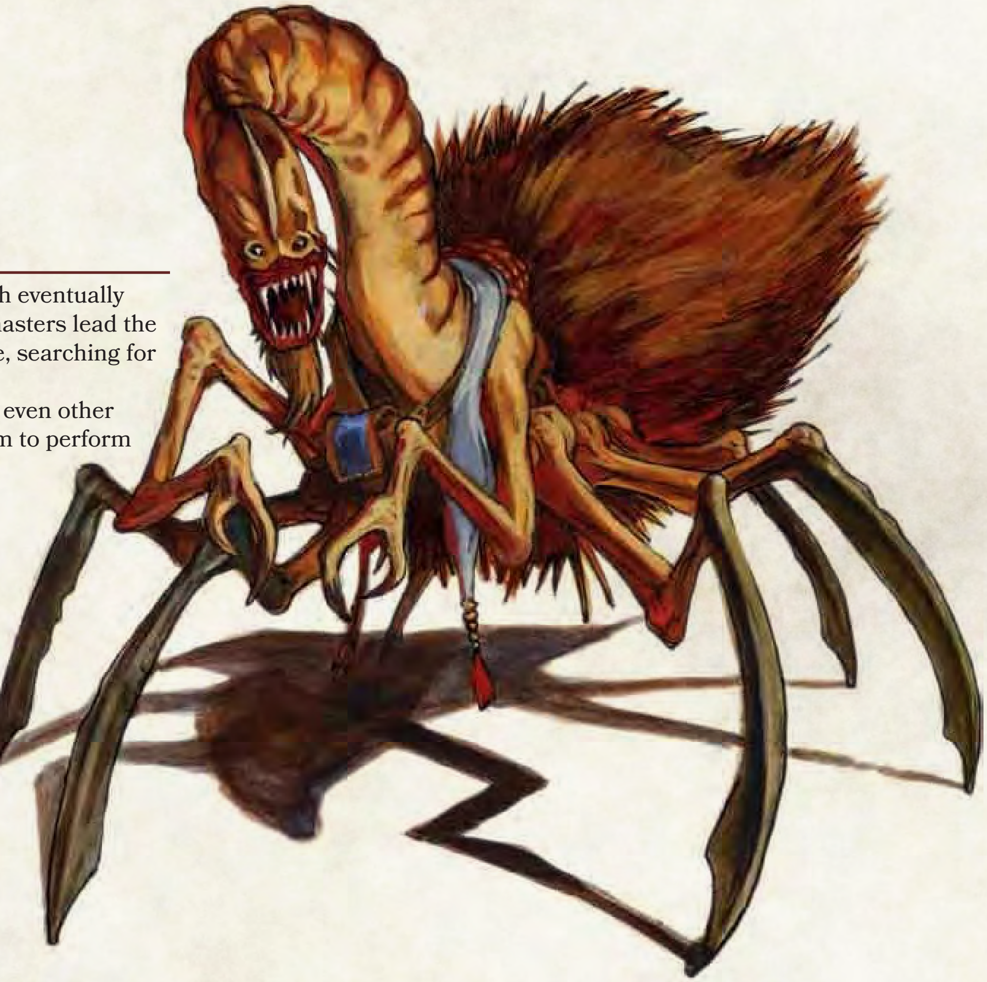
REACTIONS

Pop Hatchlings (Recharges 5-6). In response to taking bludgeoning, piercing, or slashing damage, the great old master can release 1d4 neogi hatchlings. The neogi hatchlings appear in unoccupied spaces within 5 feet of the great old master and acts as its allies. The neogi hatchlings act right after the great old master on the same initiative count and fight until they're destroyed. The great old master can only release up to a total of 40 neogi hatchlings (the total is shared with its Release Hatchlings action).

Neogi Overlord

Exceptional neogi masters that survive long enough eventually grow to become overlords. These merciless taskmasters lead the savage neogi as they travel through the astral plane, searching for more slaves and treasure.

No creature is spared of the Overlord's cruelty, as even other neogi fall under its ruthless command, forcing them to perform actions in the battlefield.



Neogi Overlord

Large aberration, lawful evil

Armor Class 16 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	18 (+4)	18 (+4)	14 (+2)	20 (+5)

Saving Throws Int +7, Wis +5, Cha +8
Skills Arcana +7, Deception +8, Intimidation +8, Perception +5, Persuasion +8
Senses darkvision 120 ft. (penetrates magical darkness), passive Perception 15
Languages Common, Deep Speech, Undercommon, telepathy 120 ft.
Challenge 8 (3,900 XP)

Mental Fortitude. The neogi has advantage on saving throws against being charmed or frightened, and magic can't put the neogi to sleep.

Spellcasting. The neogi is an 11th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast (*range 300 ft., +4 bonus to each damage roll)*, guidance, mage hand, minor illusion, prestidigitation, vicious mockery*
1st level-5th level (3 5th-level slots): *arms of Hadar, counterspell, dimension door, enervation, fear, hold person, hunger of Hadar, invisibility, mind spike, synaptic static, unseen servant*
1/day: *mental prison*

Spider Climb. The neogi can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The neogi makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage plus 21 (6d6) poison damage, and the target must succeed on a DC 15 Constitution saving throw or become poisoned for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Enslave (Recharge 6). The neogi targets one creature it can see within 30 feet of it. The target must succeed on a DC 16 Wisdom saving throw or be magically charmed by the neogi for 1 day, or until the neogi dies or is more than 1 mile from the target. The charmed target obeys the neogi's commands and can't take reactions, and the neogi and the target can communicate telepathically with each other at a distance of up to 1 mile. Whenever the charmed target takes damage from a source other than Ruthless Command, it can repeat the saving throw, ending the effect on itself on a success.

Ruthless Command (Recharges after a Short or Long Rest). For 1 minute, the neogi can issue a telepathic command whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll. The creature takes 1d8 psychic damage and can add a d10 to its roll provided it can understand the neogi. A creature can benefit from only one ruthless command die at a time. This effect ends if the neogi is incapacitated.

Neothelid

Adolescent and Young Neothelid

These failed ilithids experience the struggle for survival the moment they are born, having to escape the clutches of adult mind flayers that seek to eliminate it. Adolescent neothelids tend to stay away from populated areas, preferring to live in the Underdark wilds, preying on natural wildlife and the occasional solitary humanoid it might come across, such as a dire corby, drow, or troglodyte. As it gets older and becomes a young neothelid, it finds refuge in the deep recesses of old purple worm tunnels. Here it begins hunting larger prey like grells or hook horrors.

Adolescent Neothelid

Large aberration, lawful evil

Armor Class 14 (natural armor)
Hit Points 142 (15d10 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	7 (-2)	18 (+4)	3 (-4)	14 (+2)	8 (-1)

Senses blindsight 120 ft., passive Perception 12
Languages —
Challenge 5 (1,800 XP)

Creature Sense. The neothelid is aware of the presence of creatures within 1 mile of it that have an Intelligence score of 4 or higher. It knows the distance and direction to each creature, as well as each creature's Intelligence score, but can't sense anything else about it. A creature protected by a mind blank spell, a nondetection spell, or similar magic can't be perceived in this manner.

Innate Spellcasting (Psionics). The neothelid's innate spellcasting ability is Wisdom. The neothelid can innately cast the following spells, without providing material components:

1/day: *levitate*

Magic Resistance. The neothelid has advantage on saving throws against spells and other magical effects.

Actions

Tentacles. *Melee Weapon Attack:* +7 to hit, reach 40 ft., one creature. *Hit:* 8 (1d8 + 4) bludgeoning damage plus 4 (1d8) psychic damage. If the target is a Small or smaller creature, it must succeed on a DC 14 Strength saving throw or be swallowed by the neothelid. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the neothelid, and it takes 21 (6d6) acid damage at the start of each of the neothelid's turns.

If the neothelid takes 10 damage or more on a single turn from a creature inside it, the neothelid must succeed on a DC 13 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 5 feet of the neothelid. If the neothelid dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement, exiting prone.

Acid Breath (Recharge 5-6). The neothelid exhales acid in a 30-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 21 (6d6) acid damage on a failed save, or half as much damage on a successful one.

Young Neothelid

Huge aberration, lawful evil

Armor Class 15 (natural armor)
Hit Points 189 (18d12 + 72)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	7 (-2)	19 (+4)	3 (-4)	15 (+2)	10 (+0)

Saving Throws Wis +6, Cha +4
Senses blindsight 120 ft., passive Perception 12
Languages —
Challenge 9 (5,000 XP)

Creature Sense. The neothelid is aware of the presence of creatures within 1 mile of it that have an Intelligence score of 4 or higher. It knows the distance and direction to each creature, as well as each creature's Intelligence score, but can't sense anything else about it. A creature protected by a mind blank spell, a nondetection spell, or similar magic can't be perceived in this manner.

Innate Spellcasting (Psionics). The neothelid's innate spellcasting ability is Wisdom (spell save DC 14). The neothelid can innately cast the following spells, without providing material components:

At will: *levitate*
1/day: *confusion, telekinesis*

Magic Resistance. The neothelid has advantage on saving throws against spells and other magical effects.

Actions

Tentacles. *Melee Weapon Attack:* +10 to hit, reach 40 ft., one creature. *Hit:* 15 (2d8 + 6) bludgeoning damage plus 9 (2d8) psychic damage. If the target is a Medium or smaller creature, it must succeed on a DC 16 Strength saving throw or be swallowed by the neothelid. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the neothelid, and it takes 28 (8d6) acid damage at the start of each of the neothelid's turns.

If the neothelid takes 20 damage or more on a single turn from a creature inside it, the neothelid must succeed on a DC 14 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the neothelid. If the neothelid dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

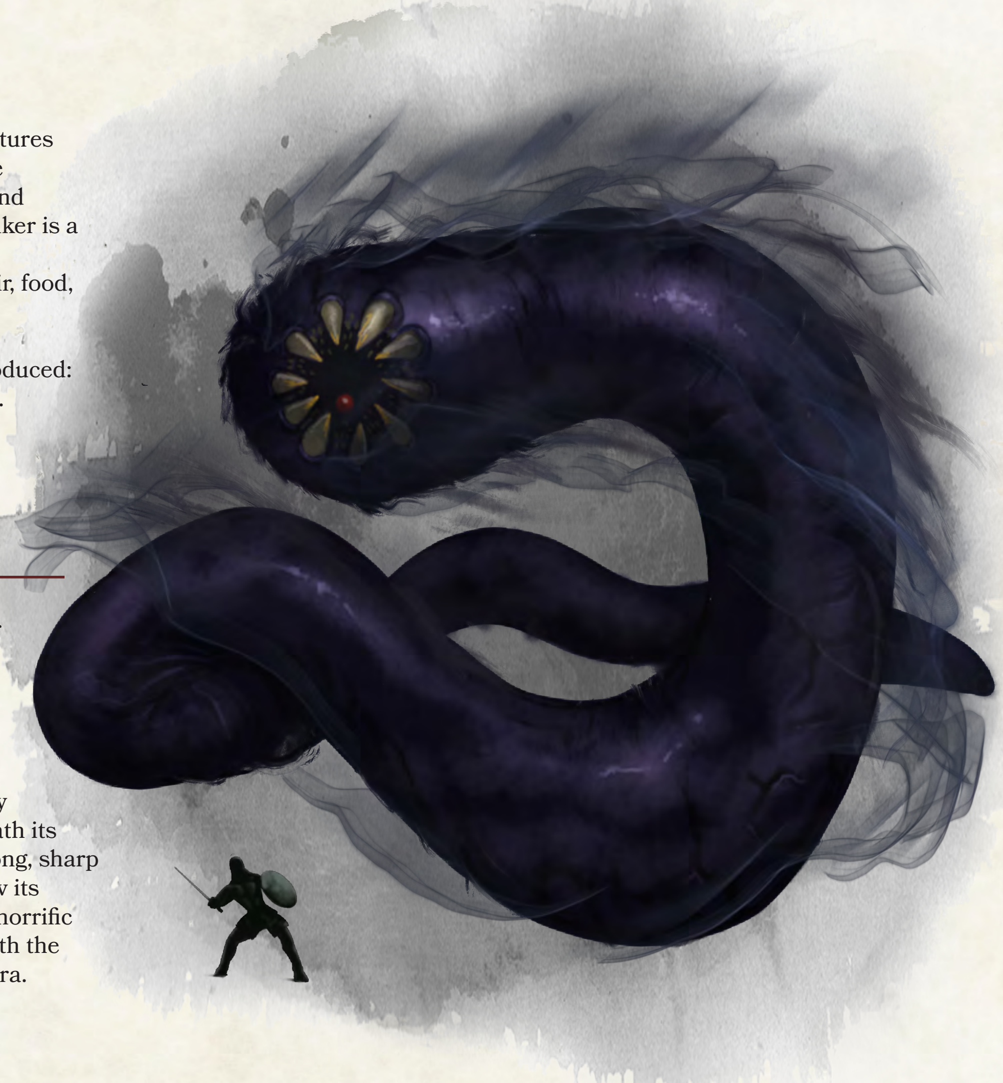
Acid Breath (Recharge 5-6). The neothelid exhales acid in a 30-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 28 (8d6) acid damage on a failed save, or half as much damage on a successful one.

NIGHTSHADE

Nightshades are extremely powerful undead creatures that seek to destroy all life. They are native to the Negative Plane and occassionally can also be found lurking in the Shadowfell. The dreaded Nightwalker is a type of Nightshade.

Undead Nature. All nightshades don't require air, food, drink, or sleep.

In this section, three other nightshades are introduced: the nightcrawler, nightprowler, and the nightwing.



NIGHTCRAWLER

A nightcrawler at first glance resembles a nightmarish purple worm, but is jet black in color and oozes an insidious presence. It is in fact one of the mightiest undead creatures that ever existed. Its giant coiled body constantly emits a shadowy aura that causes living organisms to rot and decay.

Ambush Burrowers. The nightcrawler normally burrows underground and attacks from underneath its prey. Its huge maw, which is lined with rows of long, sharp teeth, bursts from the ground and tries to swallow its target whole. Creatures rarely survive this initial horrific assault, and those that do still have to contend with the nightcrawler's finger of doom and annihilating aura.

NIGHTCRAWLER

Gargantuan undead, chaotic evil

Armor Class 12
Hit Points 437 (25d20 + 175)
Speed 50 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	14 (+2)	24 (+7)	6 (-2)	9 (-1)	8 (-1)

Saving Throws Con +14
Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 9
Languages ––
Challenge 22 (41,000 XP)

Annihilating Aura. Any creature that starts its turn with in 40 feet of the nightcrawler must succeed on a DC 22 Constitution saving throw or take 21 (6d6) necrotic damage and grant the nightcrawler advantage on attack rolls against it until the start of the creature's next turn. Undead are immune to this aura.

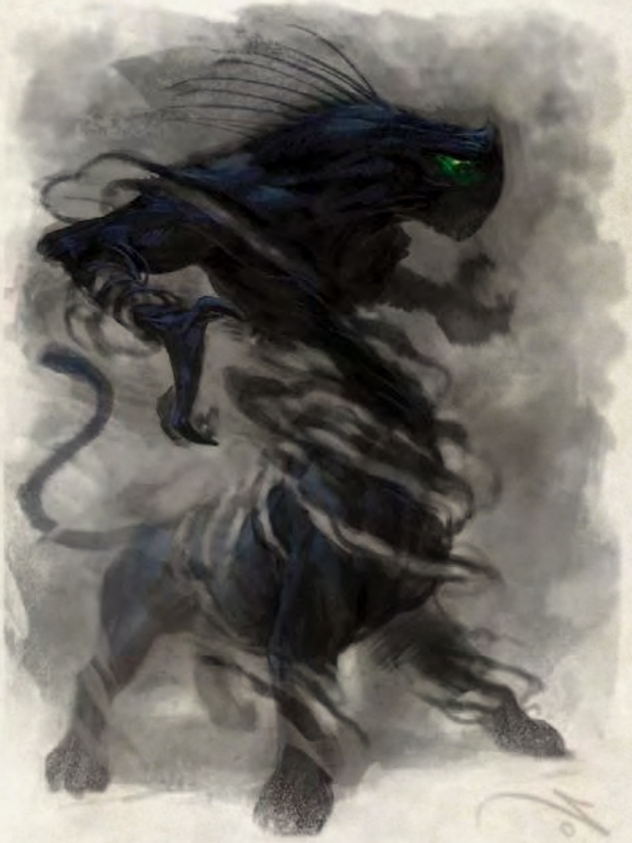
Life Eater. A creature reduced to 0 hit points from damage dealt by the nightcrawler dies and can't be revived by any means short of a wish spell.

ACTIONS

Enervating Maw. *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target. *Hit:* 31 (5d8 + 9) necrotic damage. If the target is a Large or smaller creature, it must succeed on a DC 19 Dexterity saving throw or be swallowed by the nightcrawler. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the nightcrawler, and it takes 21 (6d6) necrotic damage at the start of each of the nightcrawler's turns. Each time the target takes necrotic damage, it must succeed on a DC 22 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest.

If the nightcrawler takes 20 damage or more on a single turn from a creature inside it, the nightcrawler must succeed on a DC 24 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the nightcrawler. If the nightcrawler dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 5 feet of movement, exiting prone.

Finger of Doom (Recharge 6). The nightcrawler chooses one creature it can see within 300 feet of it. The target must succeed on a DC 22 Wisdom saving throw or take 32 (5d12) necrotic damage and become frightened until the end of the nightcrawler's next turn. While frightened in this way, the creature is paralyzed. If a target's saving throw is successful, the target is immune to the nightcrawler's Finger of Doom for the next 24 hours.



NIGHTPROWLER

Large undead, chaotic evil

Armor Class 14
Hit Points 114 (12d10 + 48)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	18 (+4)	6 (-2)	9 (-1)	8 (-1)

Saving Throws Con +8
Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 120 ft., passive Perception 9
Languages —
Challenge 11 (7,200 XP)

Annihilating Aura. Any creature that starts its turn with in 20 feet of the nightprowler must succeed on a DC 16 Constitution saving throw or take 7 (2d6) necrotic damage and grant the nightprowler advantage on attack rolls against it until the start of the creature's next turn. Undead are immune to this aura.

Life Eater. A creature reduced to 0 hit points from damage dealt by the nightprowler dies and can't be revived by any means short of a wish spell.

ACTIONS

Multiattack. The nightprowler uses Enervating Claw twice.

Enervating Claw. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 9 (1d8 + 5) slashing damage plus (2d8) necrotic damage. The target must succeed on a DC 16 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest.

NIGHTPROWLER

The nightprowler is the most common and weakest type of nightshade. Yet it will still pose a threat to most mortals due to its deadly traits.

The nightprowler resembles a creature that has a vaguely humanoid upper body and a lower body of a large feline. It has a single eye at the center of its otherwise featureless face, and shadowy mist-like tendrils constantly swirl around its body.

NIGHTWING

A nightwing resembles a giant shadowy bat with wingspan of 40 feet. Black mists can be seen trailing from its body as it scours the skies of the Negative Plane constantly looking for prey.

The nightwing attacks by performing hit and run tactics, swooping in to make a quick bite and flying again before giving the victim a chance to retaliate.

NIGHTWING

Huge undead, chaotic evil

Armor Class 16
Hit Points 212 (17d12 + 102)
Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	22 (+6)	22 (+6)	6 (-2)	9 (-1)	8 (-1)

Saving Throws Con +11
Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 120 ft., passive Perception 9
Languages —
Challenge 14 (11,500 XP)

Annihilating Aura. Any creature that starts its turn with in 30 feet of the nightwing must succeed on a DC 19 Constitution saving throw or take 10 (3d6) necrotic damage and grant the nightwing advantage on attack rolls against it until the start of the creature's next turn. Undead are immune to this aura.

Flyby. The nightwing doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Life Eater. A creature reduced to 0 hit points from damage dealt by the nightwing dies and can't be revived by any means short of a wish spell.

ACTIONS

Enervating Bite. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 15 (2d8 + 6) piercing damage plus 9 (2d8) necrotic damage. The target must succeed on a DC 19 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest.

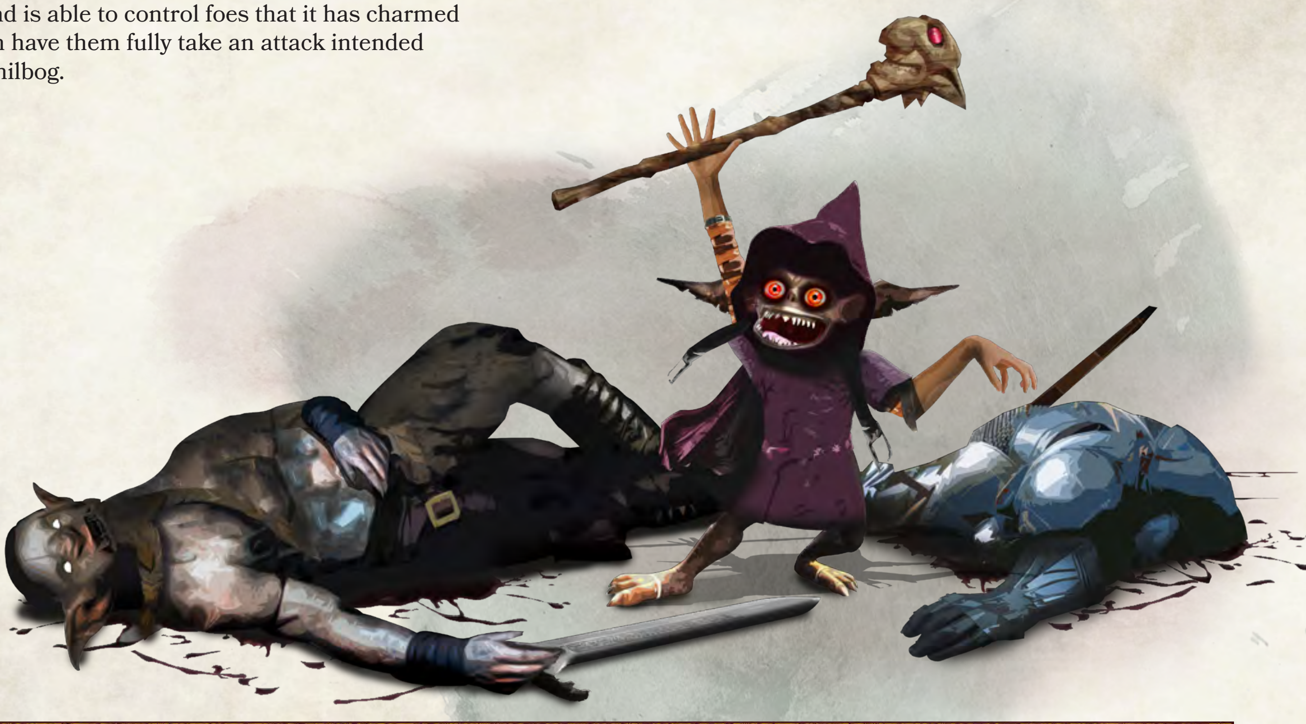
Finger of Doom (Recharge 6). The nightwing points at one creature it can see within 300 feet of it. The target must succeed on a DC 19 Wisdom saving throw or take 19 (3d12) necrotic damage and become frightened until the end of the nightwing's next turn. While frightened in this way, the creature is paralyzed. If a target's saving throw is successful, the target is immune to the nightwing's Finger of Doom for the next 24 hours.

NILBOG, GREATER

GREATER NILBOG

It is already known that when goblinoids form a host, there is a chance that a goblin will become possessed by a nilbog. However, when a particular goblin jester has suffered greatly under the hands of other goblinoids, there is a small chance that a far deadlier and more sinister spirit possesses the goblin.

Unlike the typical nilbog, this greater version has more potent spell-like abilities and is able to control foes that it has charmed and sometimes even have them fully take an attack intended against the greater nilbog.



GREATER NILBOG

Small humanoid (goblinoid), chaotic evil

Armor Class 14 (leather armor)
Hit Points 36 (8d6 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	10 (+0)	8 (-1)	17 (+3)

Skills Deception +5, Stealth +7
Senses darkvision 60 ft., passive Perception 9
Languages Common, Goblin
Challenge 3 (700 XP)

Innate Spellcasting. The nilbog's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no material components:

At will: *mage hand, Tasha's hideous laughter, vicious mockery*
2/day: *confusion, phantasmal force*
1/day: *Otto's irresistible dance*

Nilbogism. Any creature that attempts to damage the nilbog must first succeed on a DC 13 Charisma saving throw or be charmed until the end of the creature's next turn. A creature charmed in this way must use its action praising the nilbog. The nilbog can't regain hit points, including through magical healing, except through its Reversal of Fortune reaction.

Command Fool. As a bonus action, the nilbog targets one creature charmed by it that the nilbog can see within 30 feet of it. If the target can see or hear the nilbog, the target can use its reaction to make one melee attack against a target of the nilbog's choice.

Nimble Escape. The nilbog can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Multiattack. The nilbog makes two melee weapon attacks or two ranged weapon attacks.

Fool's Scepter. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

REACTIONS

Protective Fool. When the nilbog is hit by an attack, one creature within 5 feet of the nilbog that is charmed by it must use its reaction to be hit by the attack instead.

Reversal of Fortune. In response to another creature dealing damage to the nilbog, the nilbog reduces the damage to 0 and regains 2d6 hit points.

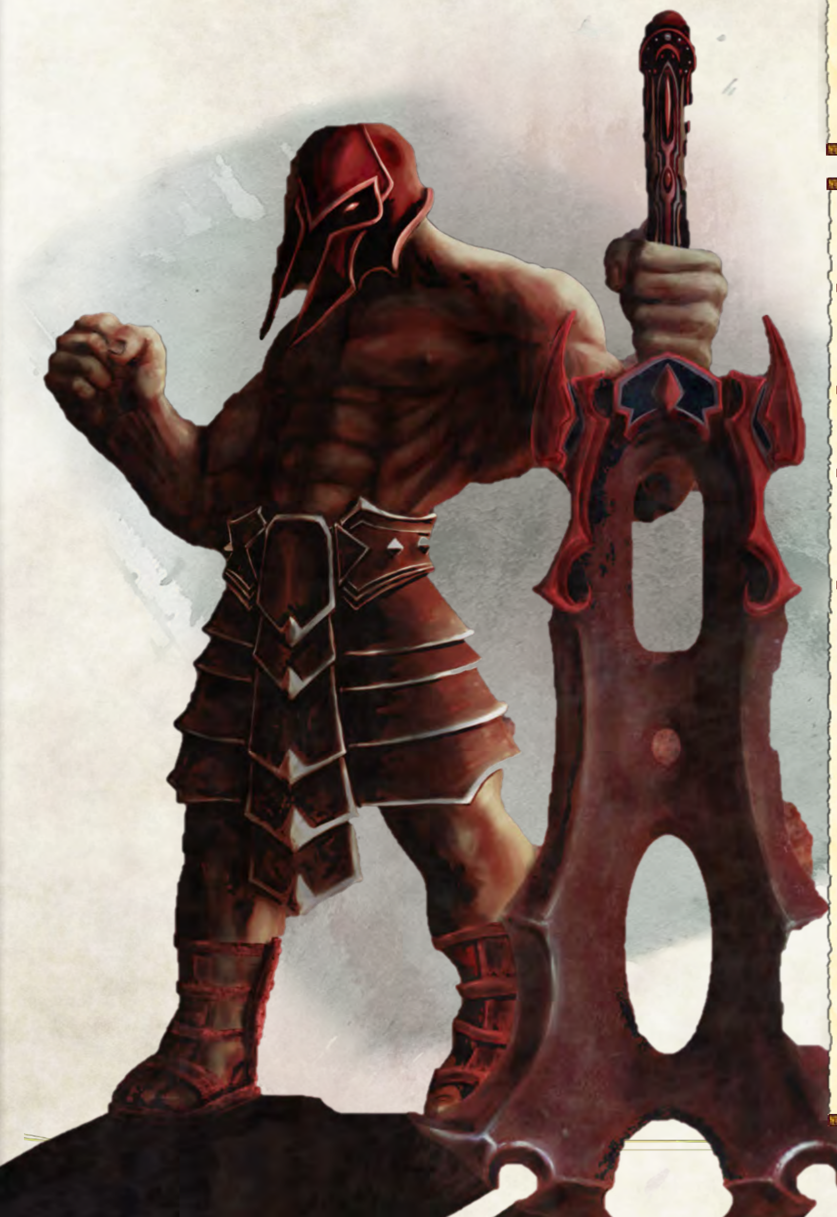
Ogres

Ogre Champion of Grolantor

There are a few ogres that worship Grolantor, seeing themselves as equals to hill giants. For some unknown reason, the deity seems to listen to their prayers. Their champions are able to magically emit a roar that is terrifying to any who are considered 'lesser' to them. This means any human or beast that is smaller than an ogre.

Ogre Vanguard

Very few ogres are trained to wear armor heavier than hide. An ogre vanguard is one of those few. Often found in hobgoblin armies, this ogre can be seen in the front lines, bellowing and grunting as it tries to grab its enemies' attention. It then charges and barrels itself into the enemy ranks, cleaving through bodies with its greatsword. Those that dare to run away or disengage from it are met with quick, punishing strikes.



Ogre Champion of Grolantor

Large giant, chaotic evil

Armor Class 11 (hide armor)
Hit Points 123 (13d10 + 52)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	18 (+4)	5 (-3)	7 (-2)	7 (-2)

Senses darkvision 60 ft., passive Perception 8
Languages Common, Giant
Challenge 5 (1,800 XP)

Grolantor's Roar (1/Day). As a bonus action, the ogre can unleash a savage roar. Any Medium or smaller beast or humanoid within 60 feet of the ogre and able to hear it must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Indomitable (2/Day). The ogre rerolls a failed save. It must use the new roll.

Actions

Multiattack. The ogre makes two melee attacks. It can use Cleaving Swing in place of one of its greatclub attacks, if available.

Greatclub. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+ 5) bludgeoning damage.

Cleaving Swing (Recharges 5-6). The ogre swings its greatclub, and each creature within 5 feet of it must succeed on a DC 16 Dexterity saving throw. The target takes 14 (2d8 + 5) bludgeoning damage on a failed save, or half as much damage on a successful one.

Ogre Vanguard

Large giant, chaotic evil

Armor Class 14 (ring mail)
Hit Points 104 (11d10 + 44)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	18 (+4)	5 (-3)	8 (-1)	7 (-2)

Senses darkvision 60 ft., passive Perception 9
Languages Common, Giant
Challenge 6 (2,300 XP)

Punish the Marked (1/Turn). As a bonus action, the ogre can make a melee weapon attack against a creature marked by it if the creature dealt damage to anyone other than the ogre during the last turn. The ogre's melee weapon attack has advantage on the attack roll, and if it hits, the attack's weapon deals an extra 7 (2d6) damage to the target.

Threatening. Creatures provoke an opportunity attack from the ogre when they move 5 feet or more while within the ogre's reach, and if the ogre hits a creature with an opportunity attack, the target's speed is reduced to 0 until the end of the current turn.

Actions

Multiattack. The ogre makes two melee attacks.

Greatsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 19 (4d6 + 5) slashing damage, and the target is marked until the end of the ogre's next turn. This effect ends early if the ogre is incapacitated or it dies, or if someone else marks the target. While it is within 5 feet of the ogre, a creature marked by the ogre has disadvantage on any attack roll that doesn't target the ogre.

Ogre King

Large ogre, chaotic evil

Armor Class 17 (splint)
Hit Points 157 (15d10 + 75)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	21 (+5)	6 (-2)	10 (+0)	11 (+0)

Senses darkvision 60 ft., passive Perception 10
Languages Common, Giant
Challenge 10 (5,900 XP)

Aura of Fervor. An ally that is within 30 feet of the ogre and can see and hear this ogre has advantage to saving throws against being charmed and frightened, and all attack rolls against enemies within 30 feet of the ogre, provided that the ogre isn't incapacitated.

Indomitable (1/Day). The ogre rerolls a failed save. It must use the new roll.

Actions

Multiattack. The ogre makes two melee attacks. It can use Cleaving Swing or Slam Foe in place of one of its attacks, if available.

Spiked Greatclub. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage plus 4 (1d8) piercing damage. If the target is a creature and the attack roll against the target succeeds by 5 or more, the target must succeed on a DC 18 Constitution saving throw or be stunned until the end of its next turn.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one Medium or smaller target. *Hit:* 8 (1d4 + 6) bludgeoning damage and the target is grappled (escape DC 16) and restrained until the grapple ends, and the ogre can't use Slam on another target.

Slam Foe. The ogre slams a creature grappled by it into another creature it can see within 5 feet of it or a solid surface. Each creature must succeed on a DC 18 Strength saving throw or take 15 (2d8 + 6) bludgeoning damage and be stunned until the end of the ogre's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

Cleaving Swing (Recharges 5-6). The ogre swings its spiked greatclub, and each creature within 5 feet of it must succeed on a DC 18 Dexterity saving throw. The target takes 15 (2d8 + 6) bludgeoning damage plus 4 (1d8) piercing damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The ogre can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The ogre regains spent legendary actions at the start of its turn.

Move. The ogre moves up to half its speed.
Attack (Costs 2 Actions). The ogre makes a melee attack.
Bark Command (Costs 3 Actions). The ogre chooses up to two allies it can see within 30 feet of it. If the target can see and hear the ogre, the target can use its reaction to make one weapon attack with disadvantage on the attack roll.

Ogre King

The ogre king rules over all ogre tribes within its territory. It is an intimidating and savage figure, having killed its way to the top. But despite its brutish nature, it is very cunning for its kind, and is both feared and revered by all its subjects.

All those witnessing the ogre king's might during combat are further emboldened in battle. And all those it instructs directly can't help but panic and do their best to follow its command.

Ogre Witch Doctor

Most ogre witch doctors are divine spellcasters that worship Vaprak. They often serve as leaders or advisers to a more powerful ogre, such as a chieftain. They accompany war parties to provide them support and are valued for their ability to bestow Vaprak's Gift, which enables a creature to temporarily regenerate wounds and lost body parts.

Ogre Witch Doctor

Large giant, chaotic evil

Armor Class 11 (hide armor)
Hit Points 90 (12d10 + 24)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (-1)	14 (+2)	7 (-2)	14 (+2)	7 (-2)

Senses darkvision 60 ft., passive Perception 11
Languages Common, Giant
Challenge 3 (700 XP)

Spellcasting. The ogre is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12). It has the following cleric spells prepared:

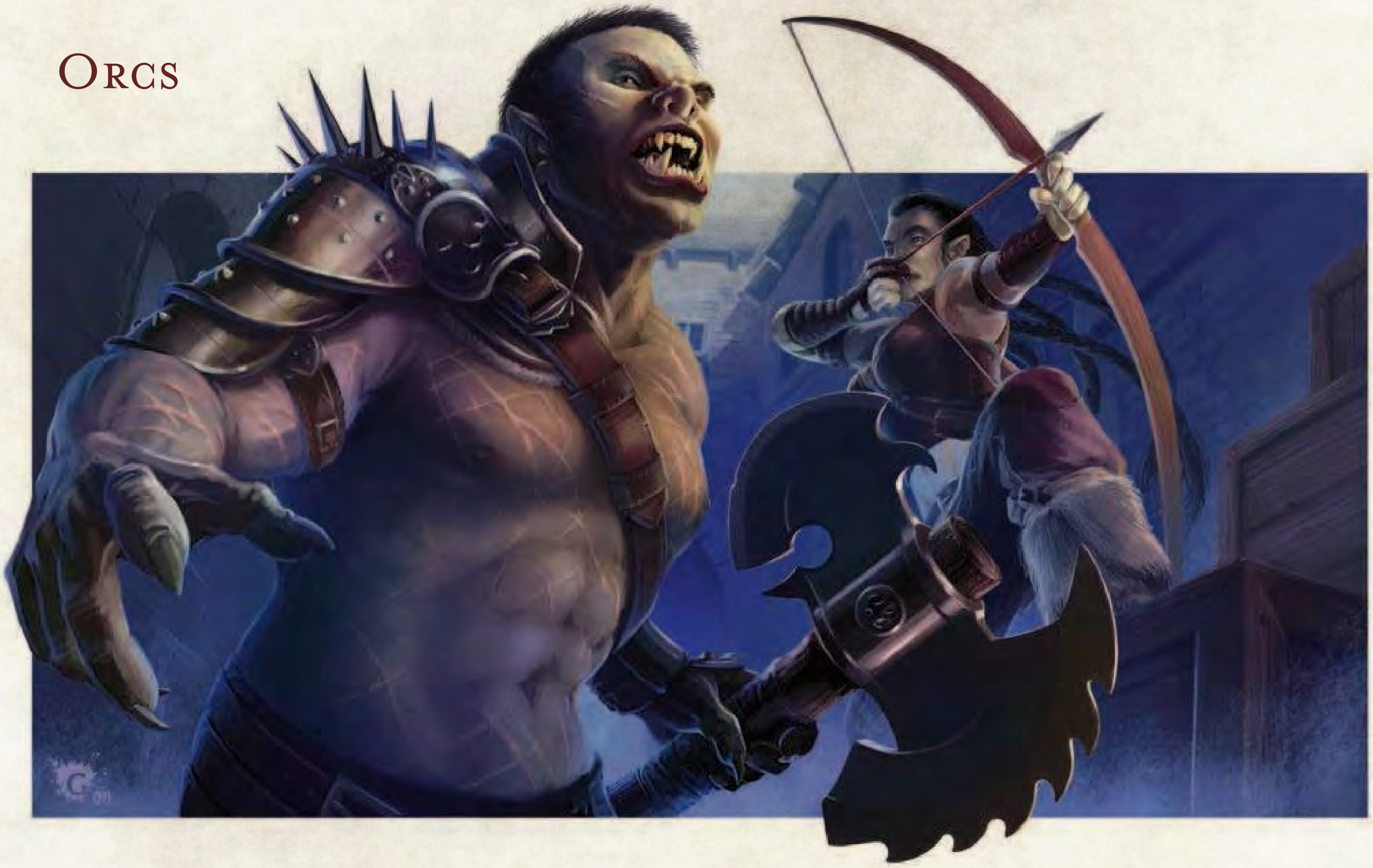
Cantrips (at will): *guidance, poison spray, thaumaturgy, toll the dead*
1st level (4 slots): *bane, divine favor, healing word, shield of faith*
2nd level (3 slots): *blindness/deafness, hold person, magic weapon, spiritual weapon*
3rd level (2 slots): *bestow curse, crusader's mantle, spirit guardians*

Actions

Quarterstaff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage, or 12 (2d8 + 3) bludgeoning damage if used with two hands.

Vaprak's Gift (3/Day). The ogre chooses one creature it can see within 30 feet of it. For 1 minute, the target regains 10 hit points at the start of each of its turns. If the target takes acid or fire damage, the target will not regain any hit points at the start of its next turn. The target dies only if it starts its turn with 0 hit points and doesn't regenerate.

ORCS



ORC CONQUEROR

Very few orcs become champions of their tribes. And fewer still ever become unholy knights that serve their deities. These are the exceptional ones that have survived countless battles and many tests, and have been honed to become merciless tyrants who lead their orcish kin to raid and destroy enemy settlements in the name of their gods.

Frightful Weapons. Blessed and favored by their deities, these conquerors can unleash divine spells and imbue their weapons with necrotic energy to smite their foes with. Any creature hit by their weapons are stricken with fear, and are unable to move away from the orc due to its supernatural aura.

Conquerors are most likely the overall leaders of any orc tribe. If not, they believe they certainly will be.

ORC CONQUEROR

Medium humanoid (orc), chaotic evil

Armor Class 18 (plate)
Hit Points 153 (18d8 + 72)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	8 (-1)	13 (+1)	16 (+3)

Saving Throws Con +8, Wis +5, Cha +7
Skills Athletics +8, Intimidation +7, Religion +3
Senses darkvision 60 ft., passive Perception 11
Languages Common, Orc
Challenge 9 (5,000 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature it can see.

Aura of Conquest. If the orc isn't incapacitated, a creature frightened of the orc that starts its turn within 30 feet of the orc takes 7 (2d6) psychic damage and has its speed is reduced to 0.

Spellcasting. The orc is an 13th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15). It has the following paladin spells prepared:

1st level (4 slots): *armor of Agathys, command, compelled duel, detect evil and good, wrathful smite*
2nd level (3 slots): *branding smite, hold person, magic weapon, spiritual weapon*
3rd level (3 slots): *bestow curse, blinding smite, dispel magic, fear*
4th level (1 slot): *banishment, death ward, dominate beast, stoneskin*

Smite (1/Turn). As a bonus action, when the orc hits a creature with a weapon attack, it can expend a 1st level spell slot to deal 9 (2d8) lightning or necrotic damage to the target. If the orc expends a spell slot of 2nd level or higher, the extra lightning or necrotic damage increases by 1d8 for each level above 1st (maximum 5d8).

ACTIONS

Multiattack. The orc makes two greataxe attacks.

Greataxe. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage plus 4 (1d8) necrotic damage. If the target is a creature, it must succeed on a DC 15 Wisdom saving throw or be frightened until the end of its next turn.

Orc Doom Hand of Yurtrus

Medium humanoid (orc), chaotic evil

Armor Class 12 (hide armor)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	17 (+3)	11 (+0)	16 (+3)	9 (-1)

Saving Throws Wis +5, Cha +1
Skills Arcana +2, Intimidation +1, Medicine +5, Religion +2
Senses darkvision 60 ft., passive Perception 13
Languages Common, Orc
Challenge 4 (1,100 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature it can see.

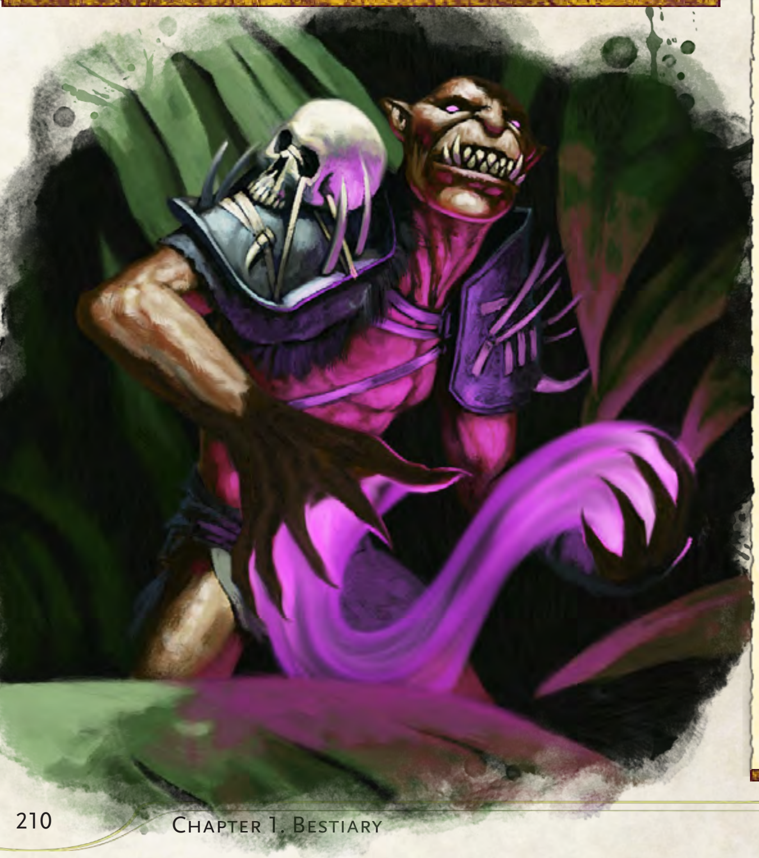
Corrupted Form. A creature that touches the orc or hits it with a melee attack while within 5 feet of it must make a DC 13 Constitution saving throw. On a failed save, the creature takes 10 (3d6) poison damage and becomes poisoned. While poisoned, the target can't regain hit points. On a success, the creature takes half as much damage and isn't poisoned. A creature poisoned by this effect can repeat the save at the end of each of its turn, ending the effect on itself on a success.

Spellcasting. The orc is a 8th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *guidance, thaumaturgy, toll the dead*
1st level (4 slots): *bane, false life, inflict wounds, ray of sickness*
2nd level (3 slots): *blindness/deafness, ray of enfeeblement*
3rd level (3 slots): *animate dead, bestow curse, vampiric touch*
4th level (2 slots): *banishment, blight, death ward*

Actions

Touch of the White Hand. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 13 (3d8) necrotic damage.



Orc Doom Hand of Yurtrus

When a Hand of Yurtrus has passed the many trials of its god and proven its worth by sacrificing countless enemy lives, it eventually becomes a Doom Hand of Yurtrus, a powerful but wretched priest.

Corrupted Form. While the orc is blessed with more potent spells, it is cursed as well. The orc's skin horribly transforms, turning it into a puss-filled and boil-ridden hide that constantly secrets toxins. Somehow, the orc itself is unharmed, but any who try to touch it are exposed to a virulent poison. The orc doesn't see it as a curse though, and welcomes it as its true natural state of a Hand of Yurtrus.

Orc Great Eye of Gruumsh

An Eye of Gruumsh that has proven itself in battle and killed many foes in the name of its god can become a Great Eye of Gruumsh, a powerful warrior priest that can now attack twice with its spear cast more potent divine spells than before. In addition to these new traits, they can also spit poisonous saliva at the eyes of its enemies, blinding them temporarily.

Orc Great Eye of Gruumsh

Medium humanoid (orc), chaotic evil

Armor Class 18 (chain mail, shield)
Hit Points 112 (15d8 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	10 (+0)	17 (+3)	13 (+1)

Saving Throws Wis +6, Cha +4
Skills Perception +6, Intimidation +4, Religion +3
Senses darkvision 60 ft., passive Perception 16
Languages Common, Orc
Challenge 7 (2,900 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature it can see.

Gruumsh's Fury. The orc deals an extra 4 (1d8) damage when it hits with a weapon attack (included in the attacks).

Spellcasting. The orc is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *resistance, sacred flame, thaumaturgy*
1st level (4 slots): *bane, bless, command*
2nd level (3 slots): *augury, hold person, spiritual weapon* (spear)
3rd level (3 slots): *bestow curse, dispel magic, revivify*
4th level (3 slots): *banishment, guardian of faith*
5th level (2 slots): *contagion, flame strike*

Actions

Multiattack. The orc makes two spear attacks. If Blinding Spittle is available, the orc can use it after these attacks.

Spear. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 10 (1d6 + 3 plus 1d8) piercing damage, or 11 (1d8 + 3 plus 1d8) piercing damage if used with two hands to make a melee attack.

Blinding Spittle (Recharge 4-6). *Ranged Weapon Attack:* +6 to hit, range 60 ft., one target. *Hit:* 10 (3d6) poison damage and if the target is a creature, it must succeed on a DC 13 Constitution saving throw or be blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Orc King

The mighty orc king is a striking figure, garbed in plate armor and armed with a greatsword. It rides into battle on its personal war beast – often a large dire wolf or boar – commanding its horde to unleash hell's fury on its enemies. Its presence alone can rally nearby orcs in battle. However, the orc king is not just a potent commander. It is a mighty and savage warrior that can attack thrice with its weapon, and emit battle cries that can turn its allies into a battle frenzy, or strike fear into the hearts of its enemies.

Orc King

Medium humanoid (orc), chaotic evil

Armor Class 18 (plate)
Hit Points 190 (20d8 + 100)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	11 (+0)	12 (+1)	17 (+3)

Saving Throws Str +9, Dex +5, Con +9
Skills Athletics +9, History +4, Intimidation +7
Senses darkvision 60 ft., passive Perception 11
Languages Common, Orc
Challenge 10 (5,900 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature it can see.

Aura of Fervor. An ally that is within 30 feet of the orc and can see and hear the orc has advantage to saving throws against being charmed and frightened, and all attack rolls against enemies within 30 feet of the orc, provided that the orc isn't incapacitated.

Gruumsh's Fury. The orc deals an extra 4 (1d8) damage when it hits with a weapon attack (included in the attacks).

Actions

Multiattack. The orc makes three attacks with its greatsword or its spear.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d6 + 5 plus 1d8) slashing damage.

Spear. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 12 (1d6 + 5 plus 1d8) piercing damage, or 13 (1d8 + 5 plus 1d8) piercing damage if used with two hands to make a melee attack.

Battle Cry (Recharges 6). Each creature of the orc's choice that is within 30 feet of it, can hear it, and not already affected by Battle Cry gain advantage on attack rolls until the start of the orc's next turn. The orc can then make one attack as a bonus action.

Legendary Actions

The orc can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The orc regains spent legendary actions at the start of its turn.

Move. The orc moves up to half its speed.
Attack (Costs 2 Actions). The orc makes a melee weapon attack.
Terrifying Shout (Costs 3 Actions). The orc emits an intimidating shout. Each enemy within 60 feet of it that can hear it must succeed on a DC 17 Wisdom saving throw or be frightened for one minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the orc's Terrifying Cry for the next 24 hours.

Orc Vanguard

Most orcs prefer to wear light or medium armor and frown at wearing heavy armor as it feels restrictive. An orc vanguard, however, sees it as a necessity to be able to deflect most blows that might hit. This is an inevitability as the orc vanguard's role is to be at the frontline of a charging army and attract the enemy's attention away from its more vulnerable allies.

Orc Vanguard

Medium humanoid (orc), chaotic evil

Armor Class 18 (plate)
Hit Points 136 (16d8 + 64)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	8 (-1)	12 (+1)	12 (+1)

Saving Throws Str +8, Dex +4, Con +7
Skills Athletics +8, History +2, Intimidation +7
Senses darkvision 60 ft., passive Perception 11
Languages Common, Orc
Challenge 8 (3,900 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature it can see.

Indomitable (2/Day). The orc rerolls a failed save. It must use the new roll.

Punish the Marked (1/Turn). As a bonus action, the orc can make a melee weapon attack against a creature marked by it if the creature dealt damage to anyone other than the orc during the last turn. The orc's melee weapon attack has advantage on the attack roll, and if it hits, the attack's weapon deals an extra 10 (3d6) damage to the target.

Threatening. Creatures provoke an opportunity attack from the orc when they move 5 feet or more while within the orc's reach, and if the orc hits a creature with an opportunity attack, the target's speed is reduced to 0 until the end of the current turn.

Actions

Multiattack. The orc makes three attacks with its greatsword or javelin.

Greatsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage, and the target is marked until the end of the orc's next turn. This effect ends early if the orc is incapacitated or it dies, or if someone else marks the target. While it is within 5 feet of the orc, a creature marked by the orc has disadvantage on any attack roll that doesn't target the orc.

Javelin. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage, and the target is marked until the end of the orc's next turn. This effect ends early if the orc is incapacitated or it dies, or if someone else marks the target. While it is within 5 feet of the orc, a creature marked by the orc has disadvantage on any attack roll that doesn't target the orc.

Reactions

Parry. The orc adds 3 to its AC against one melee attack that would hit it. To do so, the orc must see the attacker and be wielding a melee weapon.

ORC MAULER

Medium humanoid (orc), chaotic evil

Armor Class 13 (hide armor)
Hit Points 51 (6d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	7 (-2)	11 (+0)	10 (+0)

Senses darkvision 60 ft., passive Perception 10
Languages Common, Orc
Challenge 3 (700 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature it can see.

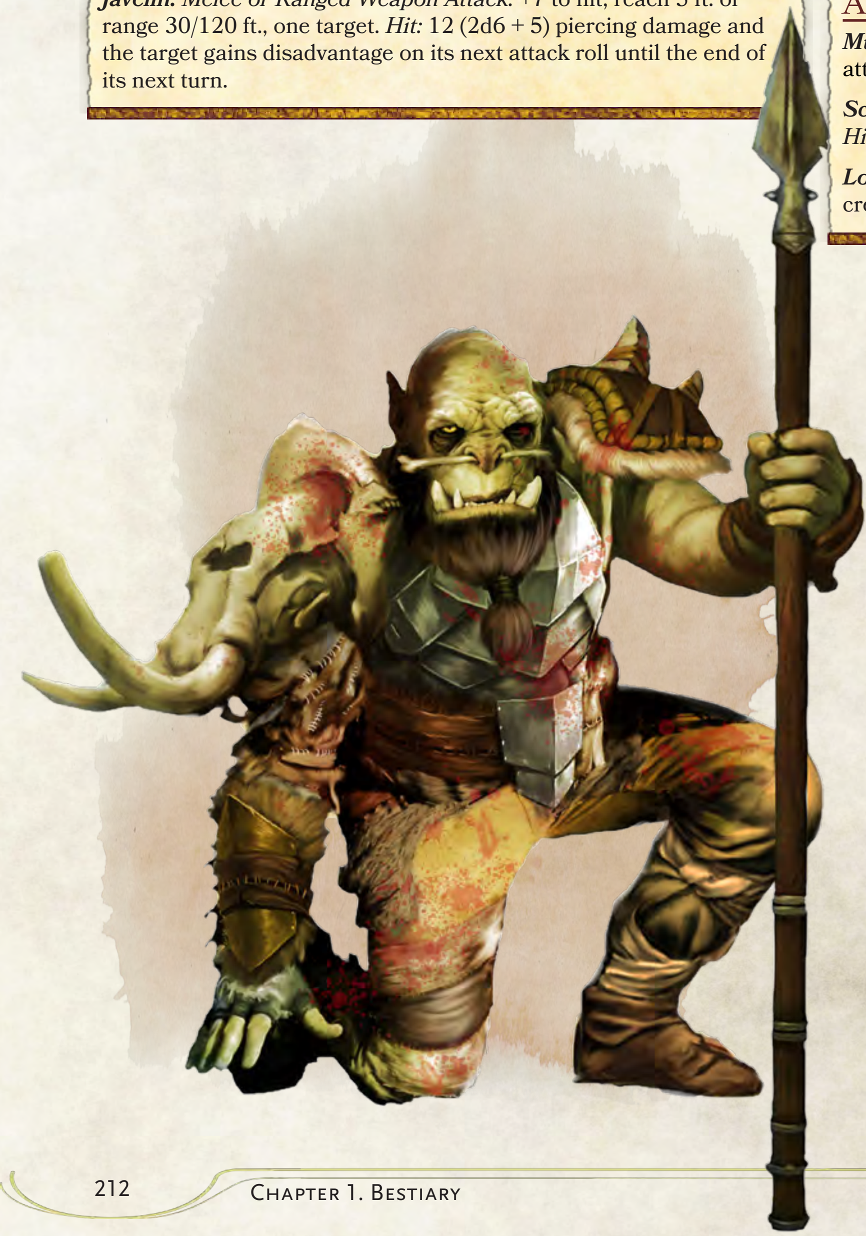
Brute. A melee weapon deals one extra die of its damage when the orc hits with it (included in the attack).

ACTIONS

Multiattack. The orc makes two maul attacks.

Maul. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 19 (4d6 + 5) bludgeoning damage and the target gains disadvantage on its next attack roll until the end of its next turn.

Javelin. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage and the target gains disadvantage on its next attack roll until the end of its next turn.



ORC SHARPSHOOTER

Medium humanoid (orc), chaotic evil

Armor Class 15 (studded leather)
Hit Points 75 (10d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	16 (+3)	7 (-2)	12 (+1)	10 (+0)

Skills Perception +3, Survival +3
Senses darkvision 60 ft., passive Perception 13
Languages Common, Orc
Challenge 3 (700 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature it can see.

Sharpshooter. The orc's ranged weapon attacks ignore half cover and three-quarters cover and attacking at long range doesn't impose disadvantage on the orc's ranged weapon attack rolls.

Steady Aim (3/Day). As a bonus action, the orc takes careful aim at a creature it can see within range of its ranged weapon. Until the end of its turn, the orc deals an an extra 7 (2d6) damage with each of its ranged weapon attacks against the target.

ACTIONS

Multiattack. The orc makes two longbow attacks or two scimitar attacks.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage.

ORC MAULER

An orc mauler is an unusually large brute, even by orcish standards. It is so strong that its blows can cause pain so intense it can hinder one's fighting abilities.

ORC SHARPSHOOTER

Orc sharpshooters are highly skilled archers with deadly aim. Thankfully, only a few orcs attain this level of skill with the bow.

ORC WAR CHANTER

Very rarely do orcs learn the bardic arts, but those that do almost always become war chanters. While they can still fight savagely as most orc warriors, their true worth shines when they perform their war chants during battle. These war chants enable them to either strike fear to any enemy that can hear it, inspire allies to a battle frenzy, or rally its allies.

ORC WAR CHANTER

Medium humanoid (orc), chaotic evil

Armor Class 14 (studded leather)
Hit Points 45 (7d8 + 14)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	10 (+0)	12 (+1)	16 (+3)

Saving Throws Dex +4, Cha +5
Skills Intimidation +7, Perception +3, Performance +7
Senses darkvision 60 ft., passive Perception 13
Languages Common, Orc
Challenge 3 (700 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature it can see.

Spellcasting. The orc is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following bard spells prepared:

Cantrips (at will): *minor illusion, thunderclap, vicious mockery*
1st level (4 slots): *dissonant whispers, earth tremor, thunderwave*
2nd level (3 slots): *enhance ability, enthrall, shatter*
3rd level (3 slots): *bestow curse, enemies abound, fear*

War Chant. As a bonus action, the orc can perform a war chant that lasts until the start of the orc's next turn. The orc can select from one of three effects:

1. *Chant of Dread*. Provided the orc isn't incapacitated, an enemy that starts its turn within 60 feet of the orc and can hear the orc must succeed on a DC 13 Wisdom saving throw or become frightened until the end the start of its next turn. If a creature's saving throw is successful, the creature is immune to the orc's Chant of Dread for the next 24 hours.
2. *Chant of Ferocity*. Provided the orc isn't incapacitated, an ally that starts its turn within 60 feet of the orc and can hear the orc gains advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.
3. *Chant of Resolve*. Provided the orc isn't incapacitated, an ally that starts its turn within 60 feet of the orc and can hear the orc gains advantage on saving throws against being charmed and frightened until the start of its next turn.

ACTIONS

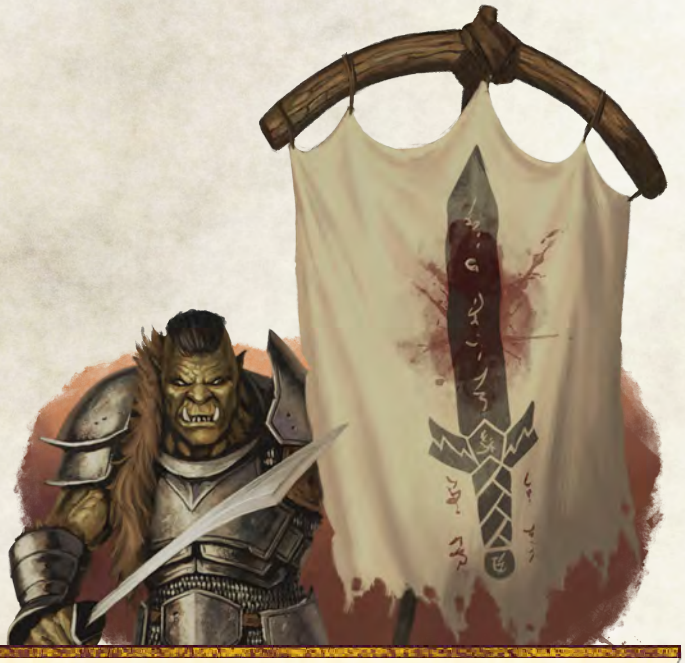
Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage.

Incite Allies (1/Day). Up to three allies within 60 feet of the orc and can hear the orc can use its reaction to move up to half its speed and make one melee weapon attack.

ORC WAR PRIEST OF ILNEVAL

When an orc blade of Ilneval has proven its worth to its god, it is bestowed with divine abilities. It now becomes a war priest, able to cast spells that either complement and enhance its martial skills, or wreak havoc at the enemy ranks. Its commands resonate through the battlefield, and any orc that hears it readily follows, knowing that whatever it commands is guided by the wisdom of the orcish war god.



ORC WAR PRIEST OF ILNEVAL

Medium humanoid (orc), chaotic evil

Armor Class 18 (chain mail, shield)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	10 (+0)	16 (+3)	12 (+1)

Saving Throws Wis +6, Cha +4
Skills Perception +6, Insight +6, Religion +3
Senses darkvision 60 ft., passive Perception 16
Languages Common, Orc
Challenge 5 (1,800 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature it can see.

Foe Smiter of Ilneval. The orc deals an extra die of damage when it hits with a spear attack (included in the attack).

Spellcasting. The orc is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *guidance, sacred flame, thaumaturgy, toll the dead*
1st level (4 slots): *bane, command, divine favor, guiding bolt, healing word, shield of faith*
2nd level (3 slots): *hold person, magic weapon, silence, spiritual weapon*
3rd level (3 slots): *bestow curse, crusader's mantle, mass healing word, spirit guardians*

ACTIONS

Multiattack. The orc makes two longsword attacks. If Ilneval's Command is available to use, the orc can use it after these attacks.

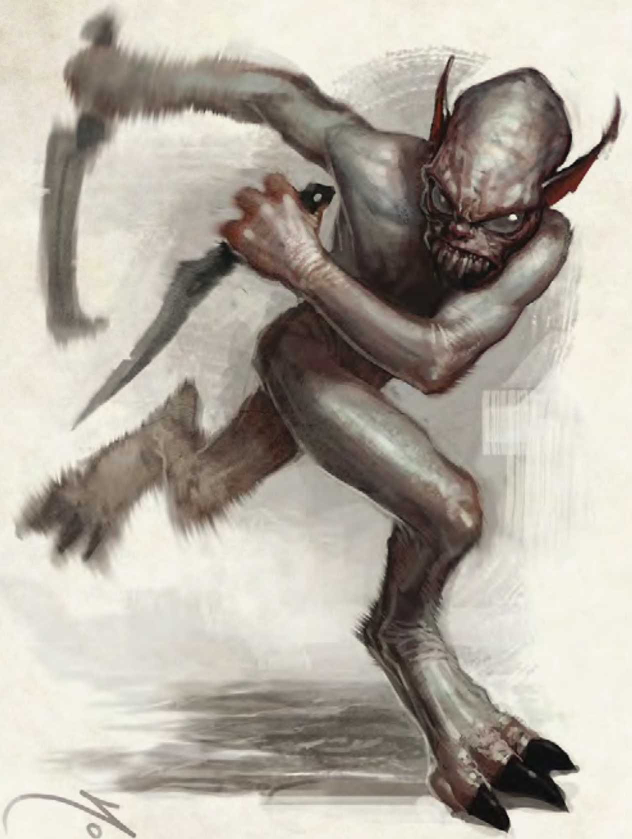
Longsword. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Ilneval's Command (Recharge 4-6). Up to three allied orcs within 120 feet of this orc that can hear it can use their reactions to each make one weapon attack.

REACTIONS

Guided Strike (Recharges after a Short or Long Rest). The orc grants a + 10 bonus to an attack roll made by itself or another creature within 30 feet of it. The orc can make this choice after the roll is made but before it hits or misses.

QUICKLINGS



QUICKLING CAPTAIN

A band of quicklings out to do mischief is normally led by a captain. This malicious quickling is crafty and cruel, making use of coordinated strikes to ensure its goal of causing trouble and suffering is met.

QUICKLING WARLOCK OF THE GLOAMING COURT

The quickling warlock serves the Queen of Air and Darkness, the fey deity of dark magic and murder. This malevolent quickling employs illusions and enchantments to sow discord and chaos, and then reveling at the aftermath and tragedy that ensues.

QUICKLING CAPTAIN

Tiny fey, chaotic evil

Armor Class 17
Hit Points 36 (8d4 + 16)
Speed 120 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	24 (+7)	14 (+2)	10 (+0)	14 (+2)	7 (-2)

Skills Acrobatics +9, Perception +6, Sleight of Hand +9, Stealth +9
Senses darkvision 60 ft., passive Perception 16
Languages Common, Sylvan
Challenge 3 (700 XP)

Blurred Movement. Attack rolls against the quickling have disadvantage unless the quickling is incapacitated or restrained.

Distracting Strike (1/Turn). When the quickling hits a creature with a weapon attack, the next attack roll against the target by an attacker other than the quickling has advantage if the attack is made before the start of the quickling's next turn.

Evasion. If the quickling is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

ACTIONS

Multiattack. The quickling makes three dagger attacks.

Dagger. Melee or Ranged Weapon Attack: +9 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 9 (ld4 + 7) piercing damage.

Command. The quickling targets one ally it can see within 30 feet of it. If the target can see and hear the quickling, the target can make one weapon attack as a reaction.

QUICKLING WARLOCK OF THE GLOAMING COURT

Tiny fey, chaotic evil

Armor Class 16
Hit Points 24 (7d4 + 7)
Speed 120 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	23 (+6)	12 (+1)	10 (+0)	12 (+1)	14 (+2)

Skills Acrobatics +8, Perception +5, Sleight of Hand +8, Stealth +8
Senses darkvision 60 ft., passive Perception 15
Languages Common, Sylvan
Challenge 2 (450 XP)

Blurred Movement. Attack rolls against the quickling have disadvantage unless the quickling is incapacitated or restrained.

Evasion. If the quickling is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Innate Spellcasting. The quickling's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 12), requiring no material components:

At will: disguise self, silent image

Spellcasting. The quickling is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following quickling spells:

Cantrips (at will): *eldritch blast, minor illusion, vicious mockery*
1st-2nd level (2 5th-level slots): *calm emotions, charm person, faerie fire, hold person, hex, hellish rebuke, phantasmal force, sleep*

ACTIONS

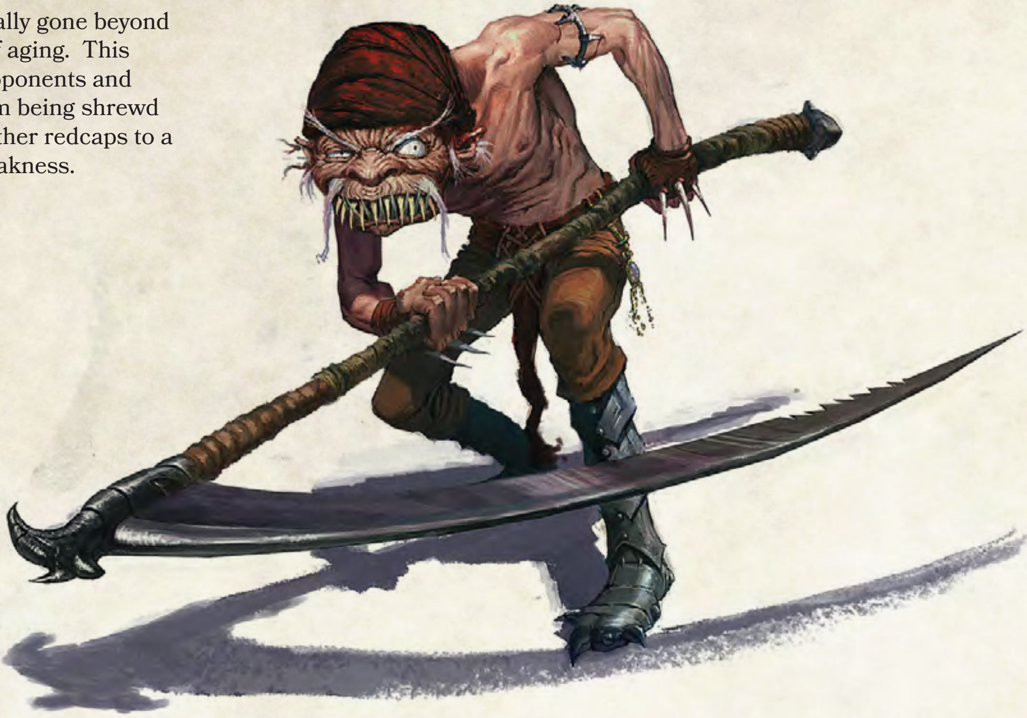
Multiattack. The quickling makes three dagger attacks.

Dagger. Melee or Ranged Weapon Attack: +8 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 8 (ld4 + 6) piercing damage.

REDCAPS

ELDER REDCAP

Elder redcaps are redcaps that have supernaturally gone beyond their natural age limits, and yet show no signs of aging. This has made them more cunning and dangerous opponents and the obvious leaders of a redcap band. Aside from being shrewd battle tacticians, their presence alone bolsters other redcaps to a bloodthirsty frenzy when they smell blood or weakness.



ELDER REDCAP

Small fey, neutral evil

Armor Class 15 (natural armor)
Hit Points 112 (15d6 + 60)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	10 (+0)	14 (+2)	12 (+1)

Skills Athletics +8, Intimidation +4, Perception +5, Stealth +9
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 15
Languages Common, Sylvan
Challenge 8 (3,900 XP)

Bloodthirsty Presence. If the elder redcap isn't incapacitated, an allied redcap within 30 feet of the elder redcap has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Iron Boots. While moving, the redcap has disadvantage on Dexterity (Stealth) checks.

Outsize Strength. While grappling, the redcap is considered to be Medium. Also, wielding a heavy weapon doesn't impose disadvantage on its attack rolls.

ACTIONS

Multiattack. The elder redcap makes three attacks with its wicked sickle.

Wicked Sickle. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) slashing damage. The attack deals an extra 7 (2d6) damage if the elder redcap has advantage on the attack roll.

Eldritch Sling. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage plus 13 (3d8) force damage and the target must succeed on a DC 14 Constitution saving throw or be stunned until the end of its next turn.

Call to Attack. Up to three allied redcaps within 30 feet of the elder redcap that can see it can each use their reaction to make one weapon attack.

Ironbound Pursuit. The elder redcap moves up to its speed to a creature it can see and kicks with its iron boots. The target must succeed on a DC 16 Dexterity saving throw or take 27 (4d10 + 5) bludgeoning damage and be knocked prone.

Redcap Gang Boss

A redcap gang boss is normally the oldest and strongest of a redcap band. It bullies all weaker redcap and gains their respect through fear, ensuring that they follow its command during battle.

Redcap Gang Boss

Small fey, neutral evil

Armor Class 14 (natural armor)
Hit Points 90 (12d6 + 48)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	18 (+4)	10 (+0)	12 (+1)	10 (+0)

Skills Athletics +7, Perception +4, Stealth +8
Senses darkvision 60 ft., passive Perception 14
Languages Common, Sylvan
Challenge 5 (1,800 XP)

Iron Boots. While moving, the redcap gang boss has disadvantage on Dexterity (Stealth) checks.

Outsize Strength. While grappling, the redcap gang boss is considered to be Medium. Also, wielding a heavy weapon doesn't impose disadvantage on its attack rolls.

Actions

Multiattack. The redcap gang boss makes three attacks with its wicked sickle.

Wicked Sickle. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage. The attack deals an extra 3 (1d6) damage if the redcap gang boss has advantage on the attack roll.

Eldritch Sling. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage plus 13 (3d8) force damage and the target must succeed on a DC 13 Constitution saving throw or be stunned until the end of its next turn.

Call to Attack. Up to three allied redcaps within 30 feet of the elder redcap that can see it can each use their reaction to make one weapon attack.

Ironbound Pursuit. The redcap gang boss moves up to its speed to a creature it can see and kicks with its iron boots. The target must succeed on a DC 16 Dexterity saving throw or take 26 (4d10 + 4) bludgeoning damage and be knocked prone.

Redcap Stalker

Stalkers are cold-blooded redcaps that have impressive stealth abilities, despite having iron boots. They are skilled in hiding and setting up ambushes. Victims who try to escape are caught by the surprisingly quick redcaps, running them down and knocking them prone and senseless with their ironboots.

Redcap Stalker

Small fey, neutral evil

Armor Class 15 (natural armor)
Hit Points 58 (9d6 + 27)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	10 (+0)	12 (+1)	9 (-1)

Skills Athletics +6, Perception +3, Stealth +7
Senses darkvision 60 ft., passive Perception 13
Languages Common, Sylvan
Challenge 4 (1,100 XP)

Iron Boots. While moving, the redcap has disadvantage on Dexterity (Stealth) checks.

Outsize Strength. While grappling, the redcap is considered to be Medium. Also, wielding a heavy weapon doesn't impose disadvantage on its attack rolls.

Stealthy. On each of its turns, the redcap can use a bonus action to take the Hide action.

Slay Foe (1/Turn). The redcap deals an extra 9 (2d8) damage with its weapon attack if it hits a creature that doesn't have all its hit points.

Actions

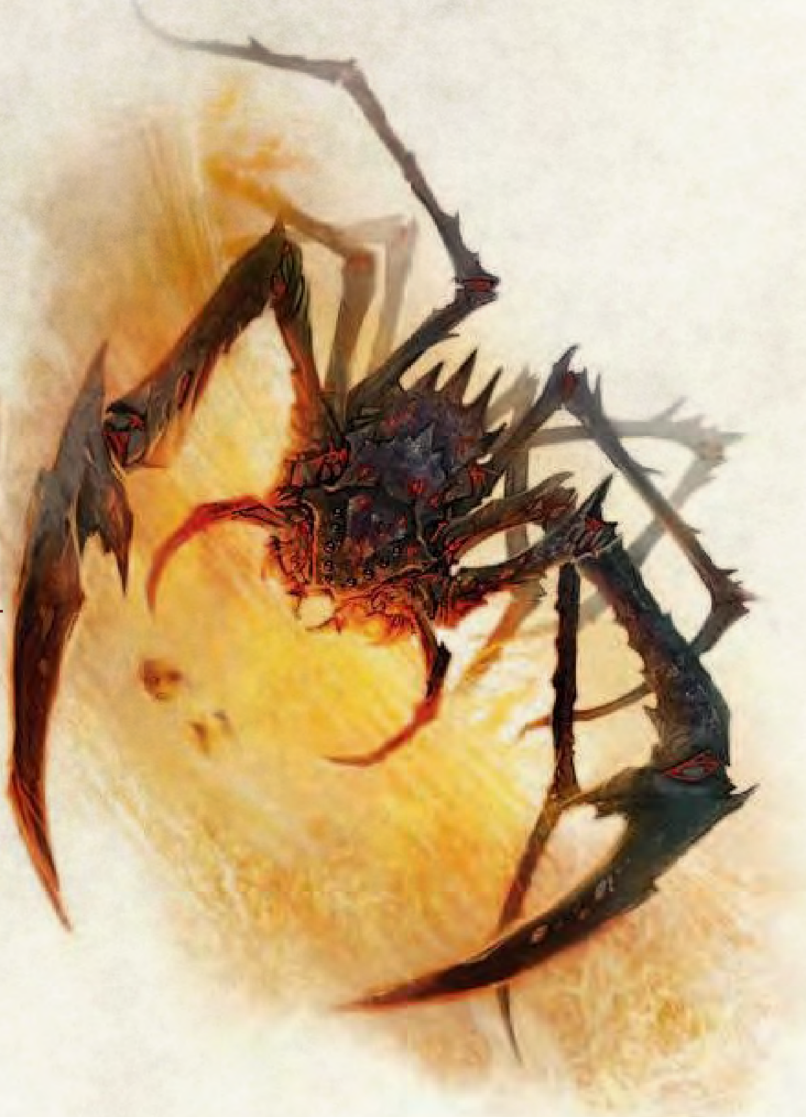
Multiattack. The redcap makes three attacks with its wicked sickle.

Wicked Sickle. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Eldritch Sling. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage plus 13 (3d8) force damage and the target must succeed on a DC 13 Constitution saving throw or be stunned until the end of its next turn.

Ironbound Pursuit. The redcap moves up to its speed to a creature it can see and kicks with its iron boots. The target must succeed on a DC 16 Dexterity saving throw or take 26 (4d10 + 4) bludgeoning damage and be knocked prone.

RETRIEVER, LESSER



LESSER RETRIEVER

Retrievers are extremely expensive and time consuming to make. When the drow require a similar construct urgently, or only have limited resources, they resort to crafting the lesser retriever. It functions similarly as a normal retriever, but is smaller and obviously weaker.

LESSER RETRIEVER

Large construct, lawful evil

Armor Class 17 (natural armor)
Hit Points 95 (10d10 + 40)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	3 (-4)	11 (+0)	4 (-3)

Saving Throws Dex +6, Con +7
Skills Perception +3, Stealth +6
Damage Resistances necrotic, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 13
Languages understands Abyssal, Elvish, and Undercommon but can't speak
Challenge 7 (2,900 XP)

Faultless Tracker. The retriever is given a quarry by its master. The quarry can be a specific creature or object the master is personally acquainted with, or it can be a general type of creature or object the master has seen before. The retriever knows the direction and distance to its quarry as long as the two of them are on the same plane of existence. The retriever can have only one such quarry at a time. The retriever also always knows the location of its master.

Innate Spellcasting. The retriever's innate spellcasting ability is Wisdom (spell save DC 11). The retriever can innately cast the following spells, requiring no material components.

1/day each: *plane shift* (only self and up to one incapacitated creature, which is considered willing for the spell), *web.*

ACTIONS

Multiattack. The retriever makes two foreleg attacks and uses its force or paralyzing beam once, if available.

Foreleg. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Force Beam. The retriever targets one creature it can see within 30 feet of it. The target must make a DC 15 Dexterity saving throw, taking 22 (4d10) force damage on a failed save, or half as much damage on a successful one.

Paralyzing Beam (Recharge 5-6). The retriever targets one creature it can see within 60 feet of it. The target must succeed on a DC 15 Constitution saving throw or be paralyzed for 1 minute. The paralyzed target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

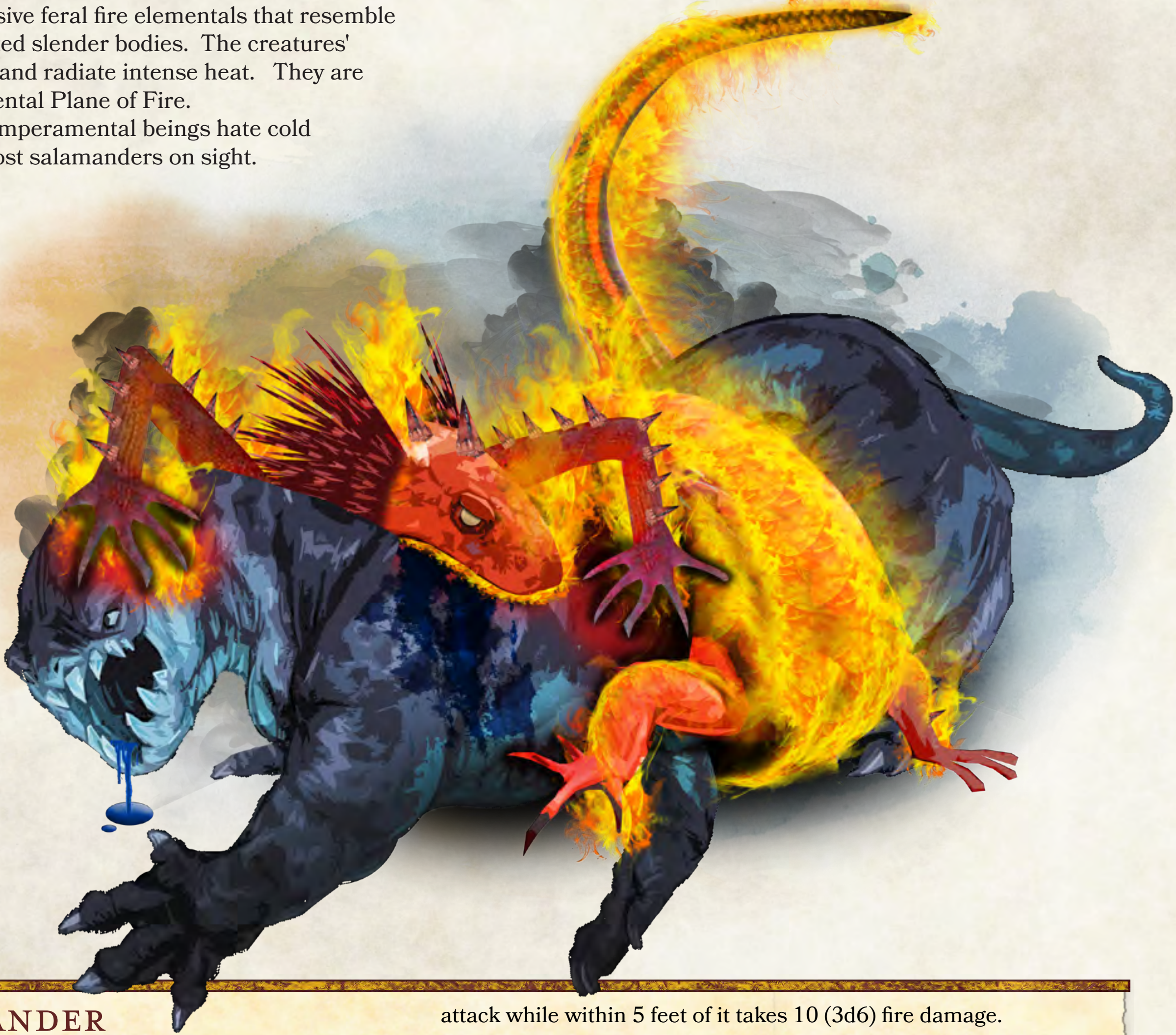
If the paralyzed creature is Medium or smaller, the retriever can pick it up as part of the retriever's move and walk or climb with it at full speed.

SALAMANDER, FLAME

FLAME SALAMANDER

Not to be confused with the intelligent salamander elementals, flame salamanders are massive feral fire elementals that resemble gigantic lizards with elongated slender bodies. The creatures' skin look like burning coals and radiate intense heat. They are normally found in the Elemental Plane of Fire.

Mortal Enemies. These temperamental beings hate cold creatures, and will attack frost salamanders on sight.



FLAME SALAMANDER

Huge elemental, unaligned

Armor Class 16 (natural armor)
Hit Points 126 (12d12 + 48)
Speed 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	7 (-2)	11 (+0)	7 (-2)

Saving Throws Con +7, Wis +3
Skills Perception +3
Damage Vulnerabilities cold
Damage Immunities fire
Senses darkvision 60 ft., passive Perception 13
Languages Primordial
Challenge 8 (3,900 XP)

Fire Aura. At the start of each of the salamander's turns, each creature within 5 feet of it takes 5 (1d10) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches the salamander or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

Freezing Fury. When the salamander takes cold damage, its Flame Breath automatically recharges.

ACTIONS

Multiattack. The salamander makes four attacks: one with its bite, one to constrict, and two with its claws.

Bite. Melee Weapon Attack: +7 to hit, reach 15 ft., one ta rget. Hit: 8 (1d8 + 4) piercing damage and 5 (1d10) fire damage.

Constrict. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one Huge or smaller creature. *Hit:* 17 (3d8 + 4) bludgeoning damage plus 11 (2d10) fire damage. The target is grappled (escape DC 14) if the salamander isn't already constricting a creature, and the target is restrained until this grapple ends.

Claws. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 7 (1d6 + 4) slashing damage.

Flame Breath (Recharge 6). The salamander exhales searing flames in a 60-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 36 (8d8) fire damage on a failed save, or half as much damage on a successful one.

SEA SPAWNS

Not all sea spawn look the same after they are transformed as thralls. Some will bear some resemblance to their masters. Presented here are some advanced examples:

SEA SPAWN GIANT

Large humanoids or giants that become thralls turn into sea spawn giants. Other than their size and strenght, they act as normal sea spawns loyal to their masters.

SEA SPAWN SHOCKER

The sea spawn shocker is a ghastly eel-like or octopus-like humanoid with thick webbed hands. Its skin is dark grey except for its chest which is often dark yellow or orange, mottled with spots of green. It uses electricity to shock and incapacitate its prey, making it easier for the shocker to drag it underwater to its death.

SEA SPAWN PINCER

Sea spawn pincers appear as half-crab, half-humanoids. The pincer's body is covered in tough chitin with sharp spines protruding from its shoulders and limbs. Giant, pincer-like claws act as hands and weapons. The pincer is stronger than its brethren, and will even attack creatures larger than itself, snapping at its opponents with its vicious claws.

SEA SPAWN GIANT

Huge giant, chaotic evil

Armor Class 13 (natural armor)
Hit Points 115 (11d12 + 44)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	19 (+4)	5 (-3)	9 (-1)	6 (-2)

Skills Perception +2
Senses passive Perception 12
Languages understands Aquan and Giant but can't speak
Challenge 6 (1,800 XP)

Limited Amphibiousness. The sea spawn can breathe air and water, but needs to be submerged in the sea at least once a day for 1 minute to avoid suffocating.

ACTIONS

Multiattack. The sea spawn makes three attacks: one with its bite and two with its longsword.

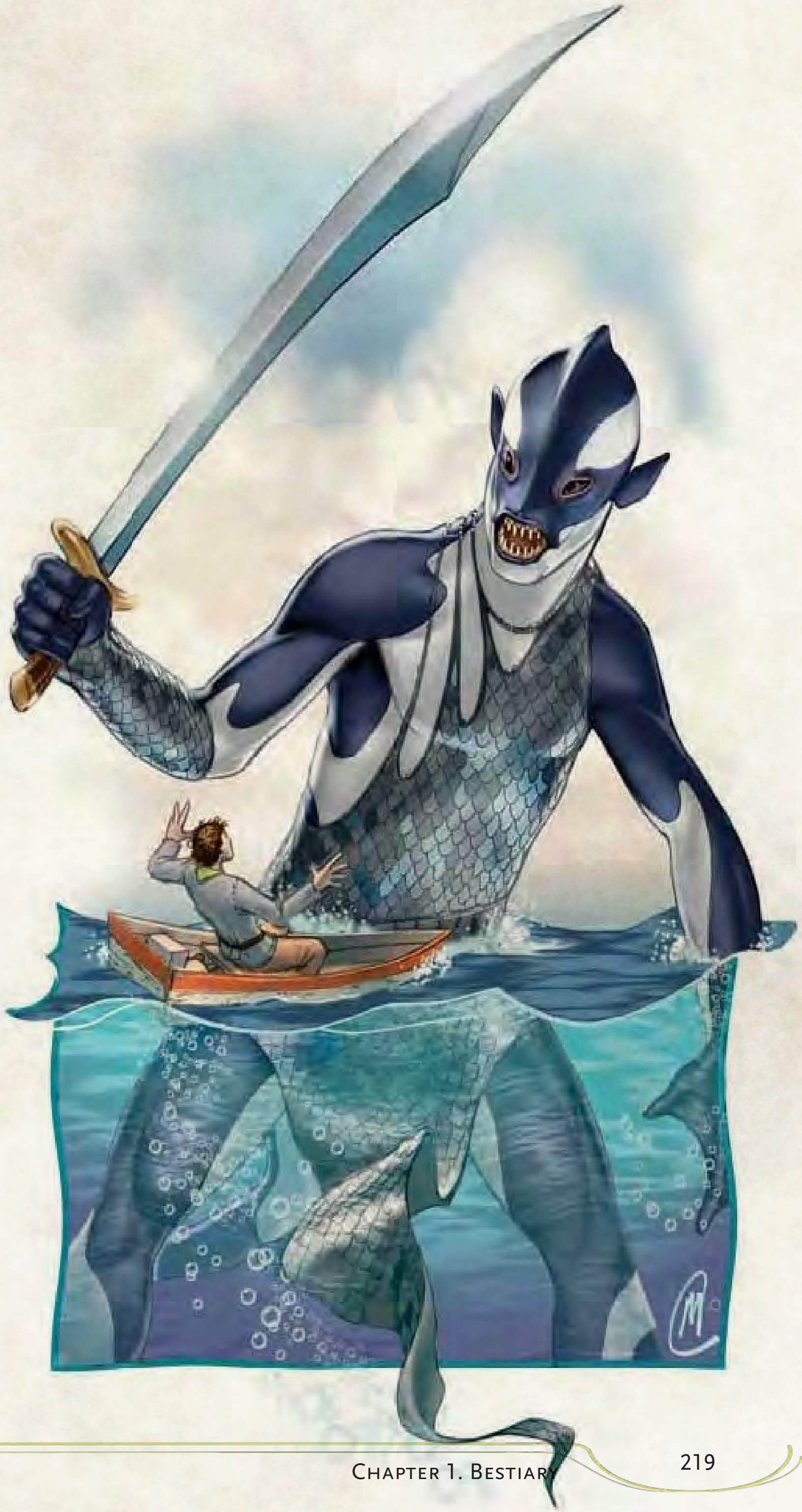
Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

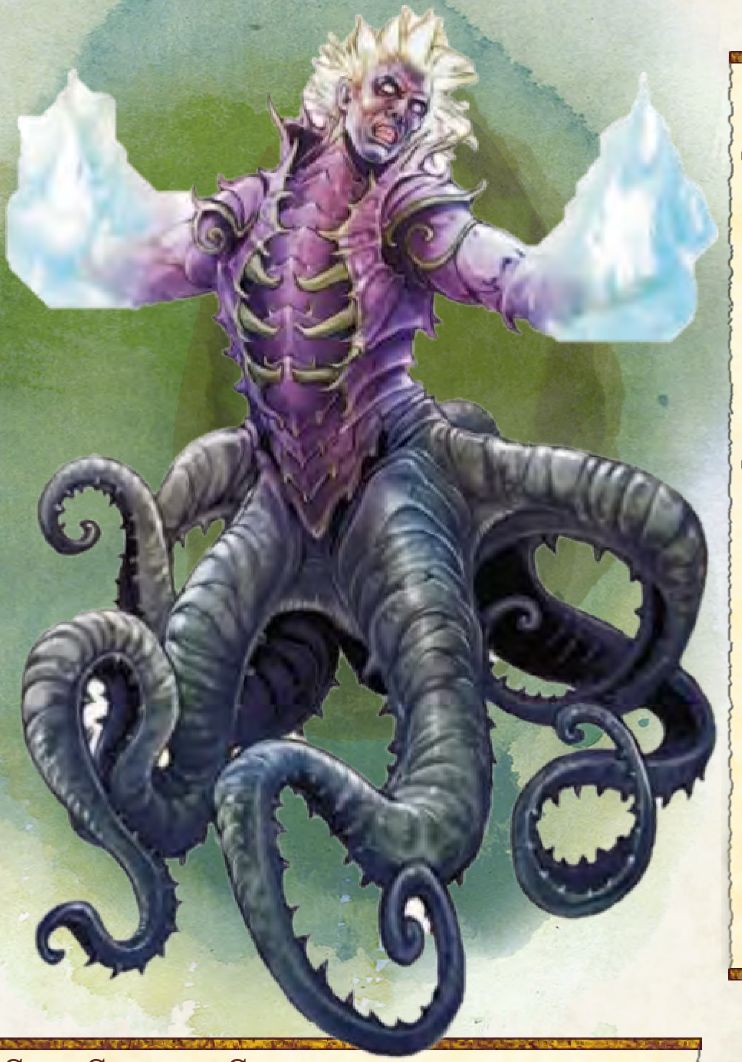
Longsword. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) slashing damage, or 21 (3d10 + 5) slashing damage if used with two hands.

SEA SPAWN STINGER

A stinger is a sea spawn with the qualities and features of a stingray. Its body is smooth and jet black, with a long slender tail that ends with a vicious stinger.

In combat, stingers glide under the water until it can sting its target directly above it. Prey are paralyzed and poisoned with the stinger, allowing the sea spawn to drag it to its watery grave.





SEA SPAWN PINCER

Medium humanoid, neutral evil

Armor Class 14 (natural armor)
Hit Points 75 (10d8 + 30)
Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	6 (-2)	10 (+0)	8 (-1)

Senses darkvision 120 ft., passive Perception 10
Languages understands Aquan and Common but can't speak
Challenge 3 (700 XP)

Brute. A melee weapon deals one extra die of its damage when the sea spawn hits with it (included in the attack).

Limited Amphibiousness. The sea spawn can breathe air and water, but needs to be submerged in the sea at least once a day for 1 minute to avoid suffocating.

ACTIONS

Multiattack. The sea spawn makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) piercing damage.

Claw (Hybrid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage, and the target is grappled (escape DC 14) if it is a Medium or smaller creature. Until this grapple ends, the sea spawn can't use this pincer on another target.

SEA SPAWN SHOCKER

Medium humanoid, neutral evil

Armor Class 13 (natural armor)
Hit Points 67 (9d8 + 27)
Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	6 (-2)	10 (+0)	8 (-1)

Damage Immunities lightning
Senses darkvision 120 ft., passive Perception 10
Languages understands Aquan and Common but can't speak
Challenge 3 (700 XP)

Limited Amphibiousness. The sea spawn can breathe air and water, but needs to be submerged in the sea at least once a day for 1 minute to avoid suffocating.

ACTIONS

Multiattack. The sea spawn makes four tentacle attacks.

Tentacle. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage, and the target is grappled (escape DC 13) if it is a Large or smaller creature. Until the grapple ends, the sea spawn can't use this tentacle on another target.

Lightning Discharge (Recharges 4-6). The sea spawn discharges electricity that shocks targets around it. Each creature within 10 feet of the sea spawn must succeed on a DC 13 Constitution saving throw. On a failed save, the target takes 27 (6d8) lightning damage and is stunned until the end of its next turn. On a successful save, the target takes half as much damage and isn't stunned.

SEA SPAWN STINGER

Medium humanoid, neutral evil

Armor Class 12 (natural armor)
Hit Points 52 (7d8 + 21)
Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	16 (+3)	6 (-2)	10 (+0)	8 (-1)

Senses darkvision 120 ft., passive Perception 10
Languages understands Aquan and Common but can't speak
Challenge 2 (450 XP)

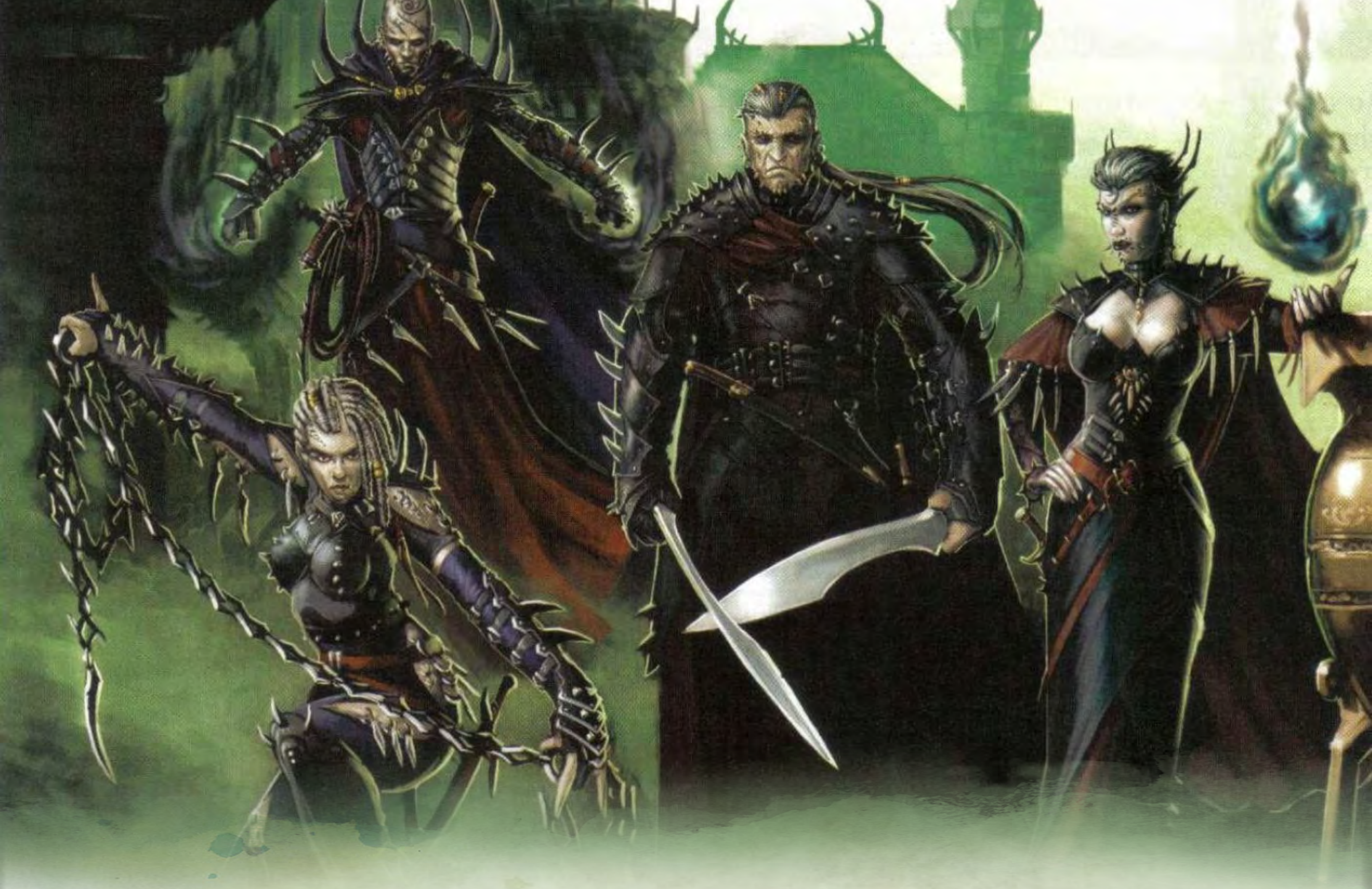
Limited Amphibiousness. The sea spawn can breathe air and water, but needs to be submerged in the sea at least once a day for 1 minute to avoid suffocating.

ACTIONS

Multiattack. The sea spawn makes three attacks: two unarmed strikes and one with its tail stinger.

Unarmed Strike. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Tail Stinger. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage and the target must succeed on a DC 13 Constitution saving throw or become poisoned. While poisoned, the target is also paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



SHADAR-KAI

DAWNKILLER

Dawnkillers are assassins of the shadar-kai that use the cover of darkness to move in stealth as they hunt their prey. These sinister killers are armed with a kukri infused with necrotic energy, which becomes deadlier when they strike their targets while within in the shadows.

DAWNKILLER

Medium humanoid (elf), neutral

Armor Class 16 (studded leather)
Hit Points 55 (10d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	13 (+1)	11 (+0)	12 (+1)	12 (+1)

Saving Throws Dex +7, Cha +4
Skills Stealth +7
Damage Resistances necrotic
Condition Immunities charmed, exhaustion
Senses darkvision 60 ft., passive Perception 11
Languages Common, Elvish
Challenge 6 (2,300 XP)

Innate Spellcasting. The dawnkiller's innate spellcasting ability is Charisma (spell save DC 12). The dawnkiller can innately cast the following spells, without providing material components:

3/day each: *darkness, gaseous form*

Fey Ancestry. The dawnkiller has advantage on saving throws against being charmed, and magic can't put the dawnkiller to sleep.

Shadow Jump. As a bonus action, the dawnkiller can teleport up to 30 feet to an unoccupied space it can see. Both the space it teleports from and the space it teleports to must be in dim light or darkness. The dawnkiller can use this ability between the weapon attacks of another action it takes.

Shadow Stealth. While in dim light or darkness, the dawnkiller can take the Hide action as a bonus action.

Shade Strike (1/Turn). While in dim light or darkness, when the dawnkiller hits a target with a weapon attack, the dawnkiller can use a bonus action to magically deal an extra 26 (4d12) necrotic damage to the target. In addition, the target must make a DC 14 Wisdom saving throw or be blinded until the end of the dawnkiller's next turn.

ACTIONS

Multiattack. The dawnkiller makes three kukri attacks. It can cast a spell in place of one of these attacks.

Kukri. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage plus 6 (1d12) necrotic damage.

Kithlord

Kithlords are the undisputed leaders and generals of the shadar-kai army. The kithlord is a powerful shadar-kai commander that is able to deflect attacks and spells against it and use the shadows to teleport closer to its enemies. It is armed with a dark, phantasmal dagger that weakens its opponents and spreads necrotic decay with every hit.

Kithguard

Kithguards are warlock hexblades that serve directly under kithlords as personal bodyguards. They are extremely loyal fanatics who will gladly sacrifice their lives if it will prevent their masters from harm.

Kithguard

Medium humanoid (elf), neutral

Armor Class 15 (studded leather)
Hit Points 104 (16d8 + 32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	10 (+0)	14 (+2)	16 (+3)

Saving Throws Dex +6, Cha +6
Skills Perception +5, Stealth +6
Damage Resistances necrotic
Condition Immunities charmed, exhaustion
Senses darkvision 60 ft., passive Perception 15
Languages Common, Elvish
Challenge 7 (2,900 XP)

Fey Ancestry. The kithguard has advantage on saving throws against being charmed, and magic can't put the kithlord to sleep.

Shadow Jump. As a bonus action, the kithguard can teleport up to 30 feet to an unoccupied space it can see. Both the space it teleports from and the space it teleports to must be in dim light or darkness. The kithguard can use this ability between the weapon attacks of another action it takes.

Spellcasting. The kithguard is a 7th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast* (2d10 damage)*, infestation, true strike*
1st level-4th level (2 2nd-level slots): *blur, counterspell, hellish rebuke, hex, phantasmal killer, shadow blade, shield, staggering smite*

Actions

Multiattack. The kithguard makes two scimitar attacks.

Scimitar. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 3) slashing damage plus 19 (3d12) necrotic damage.

Reactions

Guardian Strike: If an enemy within 5 feet of the kithguard attacks a target other than the kithguard, that enemy provokes an opportunity attack from the kithguard.

Kithlord

Medium humanoid (elf), neutral

Armor Class 16 (studded leather)
Hit Points 143 (22d8 + 44)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	14 (+2)	20 (+5)	16 (+3)	14 (+2)

Saving Throws Dex +9, Int +10, Wis +8, Cha +7
Skills Arcana +10, Deception +7, Perception +8
Damage Immunities necrotic, psychic
Condition Immunities charmed, exhaustion
Senses darkvision 60 ft., passive Perception 18
Languages Common, Elvish
Challenge 15 (13,000 XP)

Coalescing Darkness. While in dim light or darkness, the kithlord can turn invisible as a bonus action. The effect ends when the kithlord uses a bonus action to end it or enters a space in bright light or stronger.

Fey Ancestry. The kithlord has advantage on saving throws against being charmed, and magic can't put the kithlord to sleep.

Innate Spellcasting. The kithlord's innate spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *chill touch* (4d8 damage), *poison spray* (4d12 damage)
2/day each: *bestow curse, darkness, gaseous form, phantasmal killer, shield*
1/day each: *chain lightning, finger of death, maddening darkness, mislead, seeming, weird*

Legendary Resistance (3/Day). If the kithlord fails a saving throw, it can choose to succeed instead.

Magic Resistance. The kithlord has advantage on saving throws against spells and other magical effects.

Shadow Stride. As a bonus action, the kithlord can teleport up to 300 feet to an unoccupied space it can see. Both the space it teleports from and the space it teleports to must be in dim light or darkness. The kithlord can use this ability between the weapon attacks of another action it takes.

Actions

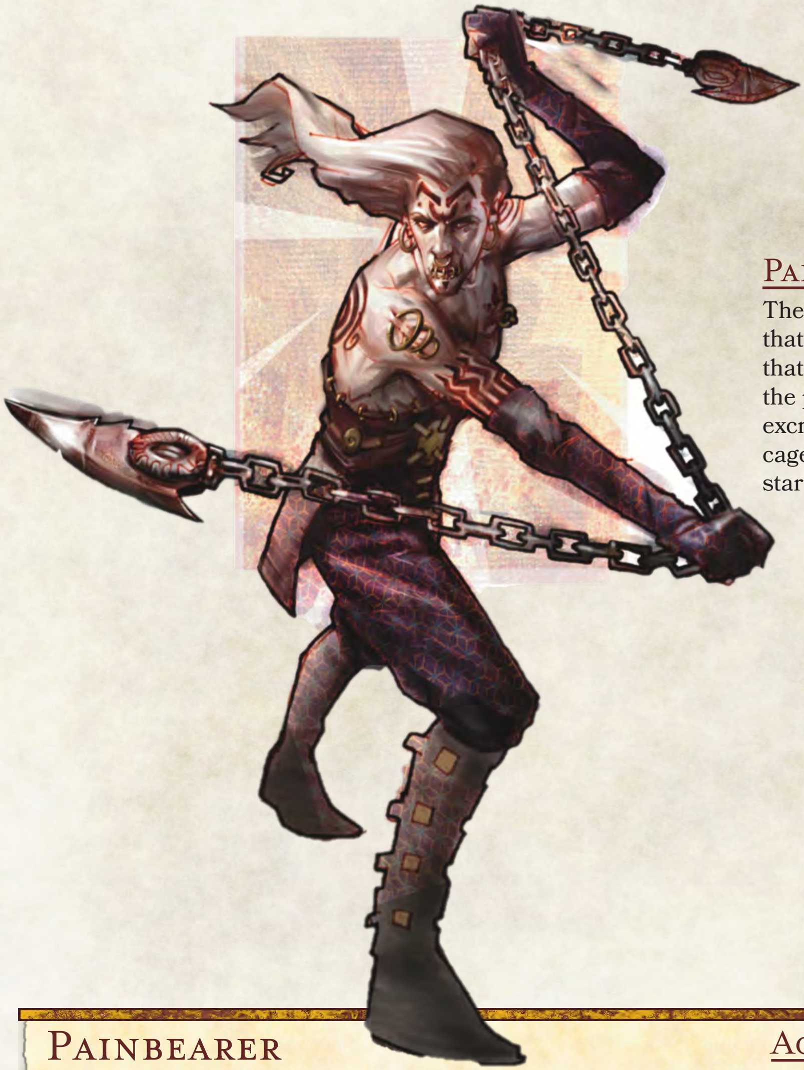
Multiattack. The kithlord makes two phantasmal dagger attacks.

Phantasmal Dagger. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (4d4 + 4) piercing damage plus 26 (4d12) necrotic damage, and the target has disadvantage on saving throws until the start of the kithlord's next turn.

Legendary Actions

The kithlord can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The kithlord regains spent legendary actions at the start of its turn.

Cantrip. The kithlord casts chill touch or poison spray.
Shadow Shift. While in dim light or in darkness, the kithlord moves up to half its speed without provoking opportunity attacks.
Dagger (Costs 2 Actions). The kithlord makes a phantasmal dagger attack.



PAINBEARER

The painbearer is a graceful warrior known for the spiked chains that it uses in battle and the tattoos, body piercings, and symbols that adorns its skin. The symbols increase in number throughout the painbearer's life, as it tries to block out the curse of gloom with excruciating pain. Painbearers trap enemies in pitch black shadow cages where the darkness slowly latches on to their bodies and starts to leech away their lives.

PAINBEARER

Medium humanoid (elf), neutral

Armor Class 16 (studded leather)
Hit Points 127 (17d8 + 51)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	16 (+3)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Con +7, Dex +8, Cha +6
Skills Perception +5, Stealth +8
Damage Resistances necrotic, psychic
Condition Immunities charmed, exhaustion
Senses darkvision 60 ft., passive Perception 15
Languages Common, Elvish
Challenge 12 (8,400 XP)

Fey Ancestry. The painbearer has advantage on saving throws against being charmed, and magic can't put the painbearer to sleep.

Innate Spellcasting. The dawnkiller's innate spellcasting ability is Charisma (spell save DC 14). The dawnkiller can innately cast the following spells, without providing material components:

1/day each: *false life, life transference, vampiric touch*

Magic Resistance. The painbearer has advantage on saving throws against spells and other magical effects.

Shadow Jump. As a bonus action, the painbearer can teleport up to 30 feet to an unoccupied space it can see. Both the space it teleports from and the space it teleports to must be in dim light or darkness. The painbearer can use this ability between the weapon attacks of another action it takes.

ACTIONS

Multiattack. The painbearer makes three spiked chain attacks. It can use Shadow Cage or cast one spell in place of one of these attacks, if available.

Spiked Chain. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, and the target must succeed on a DC 16 Dexterity saving throw or suffer one additional effect of the painbearer's choice:

- The target is grappled (escape DC 14) if it is a Medium or smaller creature. Until the grapple ends, the target is restrained, and the painbearer can't grapple another target.
- The target is knocked prone.
- The target takes 27 (5d10) necrotic damage

Shadow Cage (Recharges 6). Magical darkness spreads from a point within 120 feet of the painbearer to fill a 10-foot radius sphere that lasts until the painbearer's concentration is broken, up to 1 minute (as if concentrating on a spell). The darkness spreads around corners. A creature with darkvision can't see through this darkness. Nonmagical light, as well as light created by spells of 3rd level or lower, can't illuminate the area. Each creature in that area must make a DC 14 Wisdom saving throw or take 22 (4d10) necrotic damage and be restrained until the effect ends. Any creature within the area, other than a shadar-kai, takes 11 (2d10) necrotic damage at the start of each of the painbearer's turns. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

REACTIONS

Pain and Vengeance. When a creature within 5 feet of the painbearer is hit by an attack, the painbearer swaps places with that creature and is hit instead. The painbearer then makes a melee attack at the attacker.

SHADOW MASTIFFS

SHADOW MASTIFF ALPHA

Medium monstrosity, neutral evil

Armor Class 13
Hit Points 58 (9d8 + 18)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	14 (+2)	6 (-2)	14 (+2)	6 (-2)

Skills Perception +4, Stealth +7
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks while in dim light or in darkness
Senses darkvision 60 ft., passive Perception 14
Languages —
Challenge 3 (700 XP)

Ethereal Awareness. The shadow mastiff can see ethereal creatures and objects.

Keen Hearing and Smell. The shadow mastiff has advantage on Wisdom (Perception) checks that rely on hearing or smell.

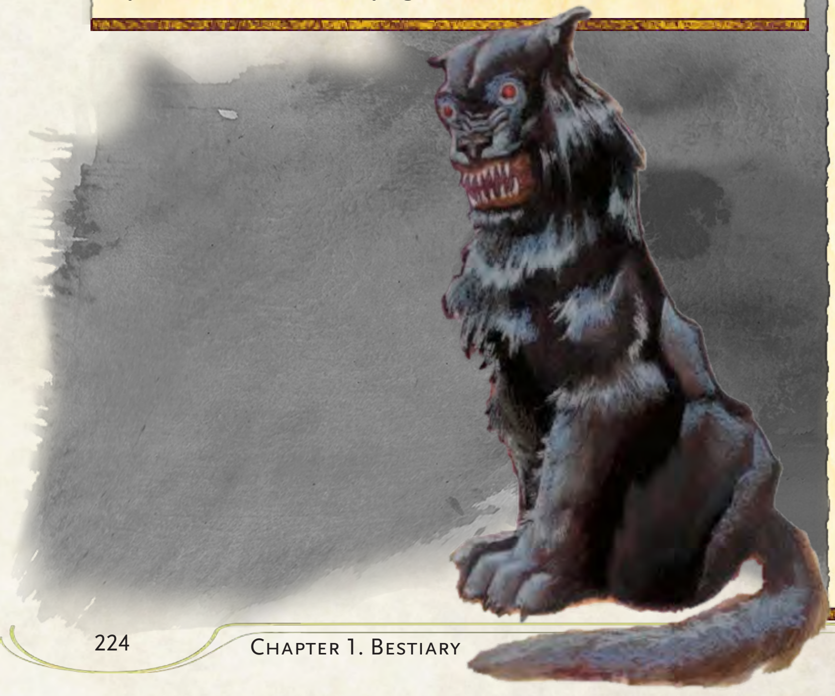
Shadow Blend. While in dim light or darkness, the shadow mastiff can use a bonus action to become invisible, along with anything it is wearing or carrying. The invisibility lasts until the shadow mastiff uses a bonus action to end it or until the shadow mastiff attacks, is in bright light, or is incapacitated.

Sunlight Weakness. While in bright light created by sunlight, the shadow mastiff has disadvantage on attack rolls, ability checks, and saving throws.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength check or be knocked prone.

Terrifying Howl. The shadow mastiff howls. Any beast or humanoid within 300 feet of the mastiff and able to hear its howl must succeed on a DC 12 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to any shadow mastiff's Terrifying Howl for the next 24 hours.



SHADOW MASTIFF ALPHA

The alpha is normally the largest and most powerful of its pack and is able to unleash a bloodcurdling howl that strikes fear into the hearts of any who hear it.

SHADOW MASTIFF PACK LORD

Sometimes a remarkable shadow mastiff alpha survives long enough and grows into an unusually large size. It becomes a pack lord, a fearsome specimen that all shadow mastiffs will submit to. Pack lords can lead multiple packs, each led by an alpha.

SHADOW MASTIFF PACK LORD

Large monstrosity, neutral evil

Armor Class 13
Hit Points 114 (12d10 + 48)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	18 (+4)	7 (-2)	16 (+3)	7 (-2)

Skills Perception +6, Stealth +9
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks while in dim light or in darkness
Senses darkvision 60 ft., passive Perception 16
Languages —
Challenge 5 (1,100 XP)

Ethereal Awareness. The shadow mastiff pack lord can see ethereal creatures and objects.

Keen Hearing and Smell. The shadow mastiff pack lord has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The shadow mastiff pack lord has advantage on an attack roll against a creature if at least one of the shadow mastiff's allies is within 5 feet of the creature and the ally isn't incapacitated.

Packmaster. An allied shadow mastiff that starts its turn within 30 feet of the shadow mastiff pack lord and can hear the shadow mastiff pack lord gains Pack Tactics until the start of its next turn, provided the shadow mastiff pack lord isn't incapacitated.

Shadow Blend. While in dim light or darkness, the shadow mastiff pack lord can use a bonus action to become invisible, along with anything it is wearing or carrying. The invisibility lasts until the shadow mastiff pack lord uses a bonus action to end it or until the shadow mastiff pack lord attacks, is in bright light, or is incapacitated.

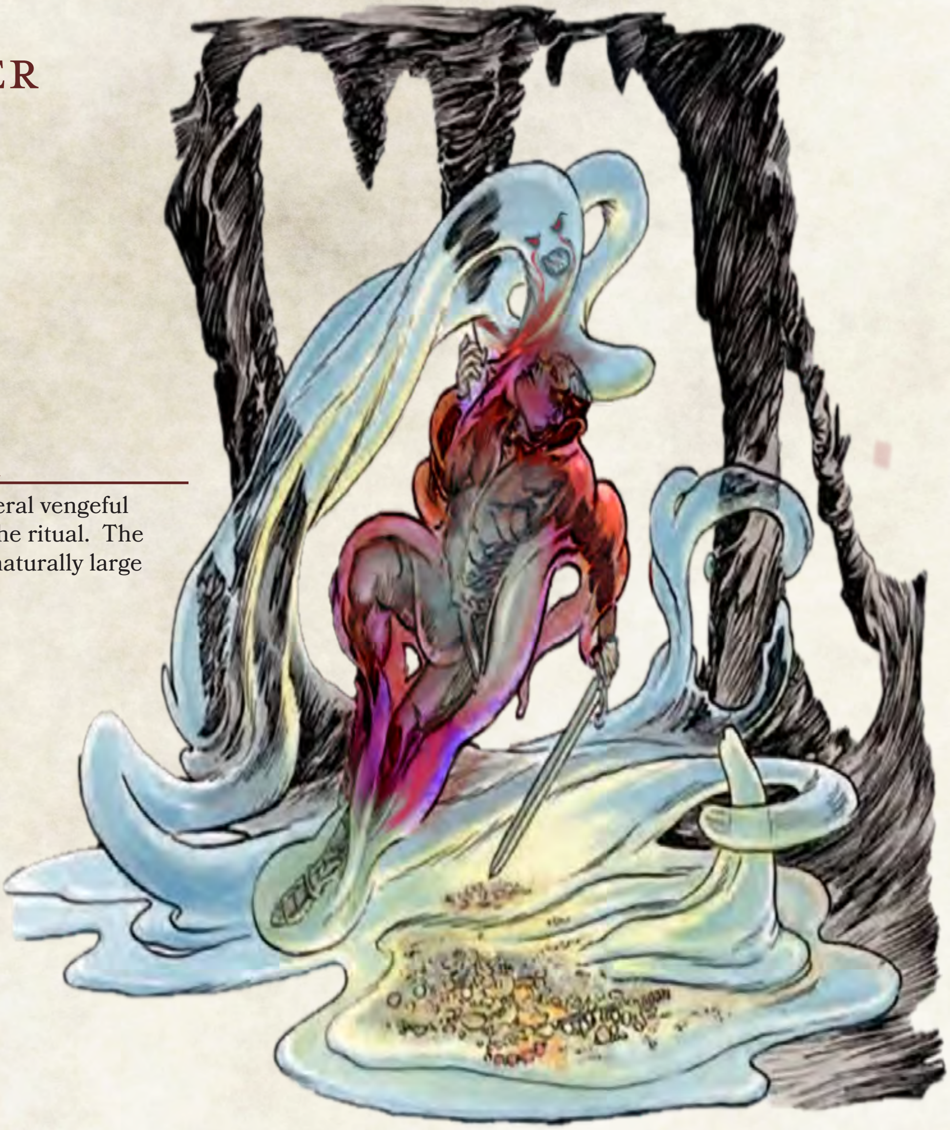
Sunlight Weakness. While in bright light created by sunlight, the shadow mastiff pack lord has disadvantage on attack rolls, ability checks, and saving throws.

ACTIONS

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) piercing damage. If the target is a creature, it must succeed on a DC 17 Strength check or be knocked prone.

Terrifying Howl. The shadow mastiff pack lord howls. Any beast or humanoid within 300 feet of the mastiff and able to hear its howl must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to any shadow mastiff pack lord's Terrifying Howl for the next 24 hours.

SLITHERING TRACKER



MONSTROUS SLITHERING TRACKER

A monstrous slithering tracker is born out of several vengeful beings that have willingly offered themselves to the ritual. The combined bodies result int the creation of an unnaturally large slithering tracker.

MONSTROUS SLITHERING TRACKER

Large ooze, chaotic evil

Armor Class 14
Hit Points 76 (8d10 + 32)
Speed 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	19 (+4)	19 (+4)	10 (+0)	16 (+3)	11 (+0)

Skills Stealth +7
Damage Vulnerabilities cold
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities blinded, deafened, exhaustion, grappled, paralyzed, petrified, prone, restrained, unconscious
Senses blindsight 120 ft., passive Perception 13
Languages understands languages it knew in its previous form but can't speak
Challenge 7 (2,900 XP)

Ambusher. In the first round of a combat, the slithering tracker has advantage on attack rolls against any creature it surprised.

Damage Transfer. While grappling a creature, the slithering tracker takes only half the damage dealt to it, and the creature it is grappling takes the other half.

False Appearance. While the slithering tracker remains motionless, it is indistinguishable from a puddle, unless an observer succeeds on a DC 18 Intelligence (Investigation) check.

Keen Tracker. The slithering tracker has advantage on Wisdom checks to track prey.

Liquid Form. The slithering tracker can enter an enemy's space and stop there. It can also move through a space as narrow as 1 inch wide without squeezing.

Spider Climb. The pudding can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Watery Stealth. While underwater, the slithering tracker has advantage on Dexterity (Stealth) checks made to hide, and it can take the Hide action as a bonus action.

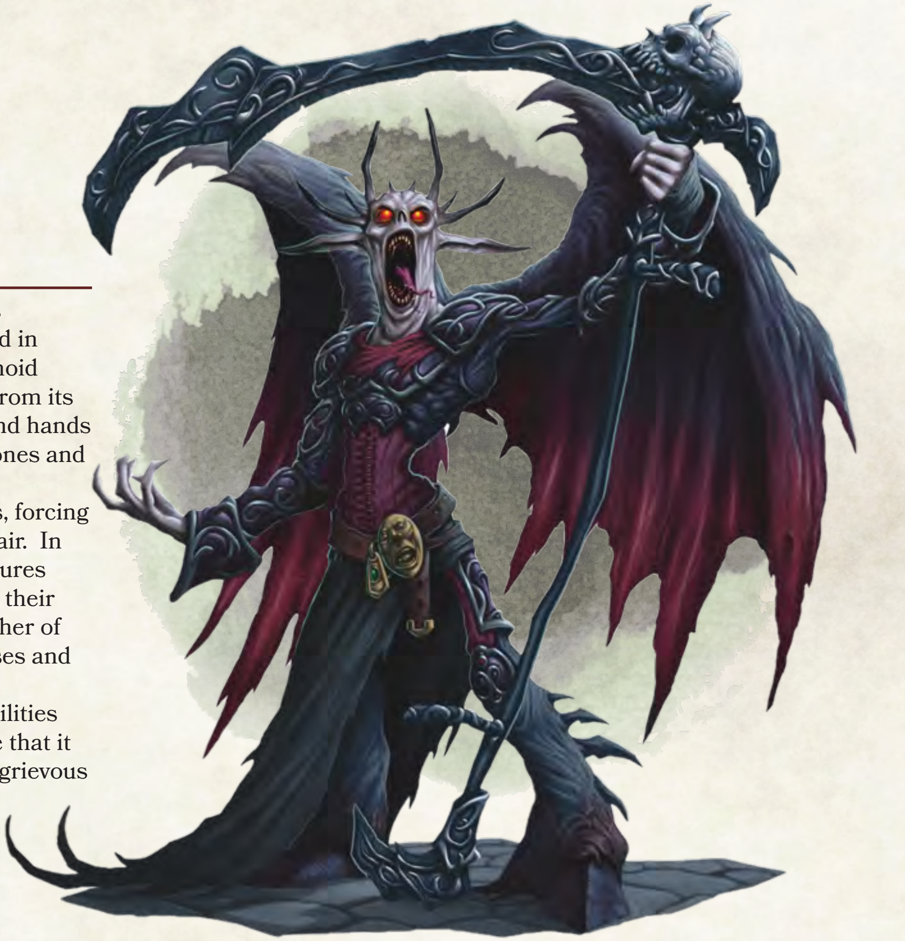
ACTIONS

Multiattack. The slithering makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage.

Life Leech. One Huge or smaller creature that the slithering tracker can see within 5 feet of it must succeed on a DC 16 Dexterity saving throw or be grappled (escape DC 15). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. In addition, the grappled target takes 22 (4d10) necrotic damage at the start of each of its turns. The slithering tracker can grapple only one target at a time.

SORROWSWORN



THE GRIM

The embodiment of hopelessness and despair, the Grim is among the mightiest of the Sorrowsworn that can be found in the Shadowfell. It resembles an 8-foot tall, slender humanoid creature with pale emaciated skin, thin horns protruding from its head, bulging red eyes, large leathery wings on its back, and hands with long clawed fingers clutching a scythe made out of bones and dark steel.

Lord of Despair. The Grim radiates an aura of bleakness, forcing creatures nearby to be overwhelmed with feelings of despair. In addition, the Grim can whisper and hiss constantly. Creatures unfortunate enough to be within range will hear it, even in their minds. The Grim can then choose to fill their thoughts either of extreme sorrow, deep emptiness, or memories of past losses and regret.

Reaping Scythe. Those that do survive the harrowing abilities of the Grim will still have to contend with its deadly scythe that it attacks with thrice each turn, and with each hit can inflict grievous wounds that can't be healed normally.

THE GRIM

Medium monstrosity, chaotic evil

Armor Class 19 (natural armor)
Hit Points 304 (32d8 + 160)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	20 (+5)	10 (+0)	14 (+2)	8 (-1)

Skills Perception +8
Damage Resistances bludgeoning, piercing, and slashing while in dim light or darkness
Senses darkvision 60 ft., passive Perception 18
Languages Common, telepathy 30 ft.
Challenge 20 (25,000 XP)

Aura of Loss. A creature that starts its turn within 30 feet of the Grim must succeed on a DC 16 Wisdom saving throw. On a failed save, the creature has disadvantage on saving throws and grant the Grim advantage on attack rolls against it until the start of the Grim's next turn.

Whispers of Loss. As a bonus action, the Grim can whisper and hiss constantly, which can be heard loudly in the minds of creatures within 30 feet of it that can understand it. It can choose one from the following three effects:

1. *Future Sorrow*. The Grim fills creatures' thoughts of images of loved ones dying horrible deaths. Each creature within range must succeed on a DC 16 Wisdom saving throw or take 16 (3d10) psychic damage and drop whatever it is holding, and become frightened until the end of the Grim's next turn. While frightened in this way, a creature must take the Dash action and move away from the Grim by the safest available route on each of its turns, unless there is nowhere to move, in which case it needn't take the Dash action. On a successful save, the creature takes half as much damage.

2. *Great Emptiness*. The Grim makes creatures reflect on their most terrible actions that have wracked them with guilt. Each creature within range must succeed on a DC 16 Charisma saving throw or be take 22 (4d10) psychic damage and be confused until the end of its next turn. The creature can't take reactions until the start of its next turn and rolls a d10 to determine what it does during that turn. On a 1 to 4, the creature does nothing. On a 5 to 7, the creature takes no action but uses all its movement to move in a random direction. On an 8 to 10, the creature makes one melee attack against a random creature, or it does nothing if no creature is within reach. On a successful save, the creature takes half as much damage.

3. *Past Losses*. The Grim makes creatures recall painful, tragic events and lost love ones that have haunted them. Each creature within range must succeed on a DC 16 Intelligence saving throw or take 11 (2d10) psychic damage and become stunned until the end of the Grim's next turn. On a successful save, the creature takes half as much damage.

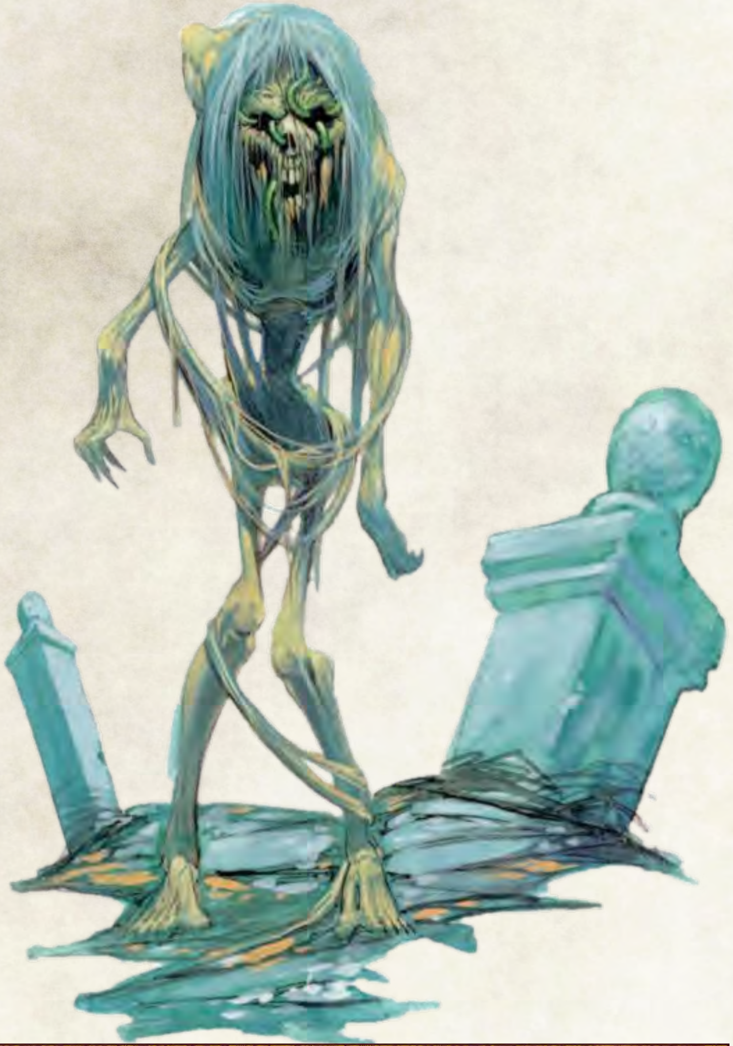
ACTIONS

Multiattack. The Grim makes three Scythe attacks. It can use Bleak Visage in place of one of these attacks.

Reaping Scythe. *Melee Weapon Attack*: +10 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage plus 22 (4d10) necrotic damage. The target must succeed on a DC 19 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest.

Bleak Visage. The Grim fixes its gaze on one creature it can see within 60 feet of it. The target must succeed on DC 16 Wisdom saving throw against this magic or take 22 (4d10) psychic damage and be frightened for 1 minute. While frightened, the creature is incapacitated. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, the target takes half as much damage. If a target's saving throw is successful or the effect ends for it, the target is immune to the Grim's Bleak Visage for the next 24 hours.

SPAWN OF KYUSS



FAVORED SPAWN OF KYUSS

Spawn of Kyuss are mostly victims of their god's corruption, but those who are favored by their master are tougher, stronger, and have other special abilities. These former fanatics who were high priests of Kyuss project a persistent aura that can haunt and terrify creatures. In addition to the typical abilities of a spawn of Kyuss, it can also expel worms from its body, striking and burrowing into the bodies of any who are unfortunate enough to be close.

Undead Nature. A favored spawn of Kyuss doesn't require air, food, drink, or sleep.

FAVORED SPAWN OF KYUSS

Medium undead, chaotic evil

Armor Class 11 (natural armor)
Hit Points 127 (15d8 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	6 (-2)	8 (-1)	10 (+0)

Saving Throws Wis +3, Cha +4
Skills Perception +3
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages understands the languages it knew in life but can't speak
Challenge 9 (5,000 XP)

Fear Aura. A creature that starts its turn within 10 feet of the spawn of kyuss must succeed on a DC 12 Wisdom saving throw or be frightened until the start of the creature's next turn. If a creature's saving throw is successful, the creature is immune to the Fear aura for the next 24 hours.

Infested Form. A creature that touches the spawn or hits it with a melee attack while within 5 feet of it must make a DC 12 Dexterity saving throw or become infected by a worm (see effects of Burrowing Worm).

Regeneration. The spawn of Kyuss regains 15 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or a body of running water. If the spawn takes acid, fire, or radiant damage, this trait doesn't function at the start of the spawn's next turn. The spawn is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

Worms. If the spawn of Kyuss is targeted by an effect that cures disease or removes a curse, all the worms infesting it wither away, and it loses its Infested Form feature and its Burrowing Worm and Wormburst actions.

ACTIONS

Multiattack. The spawn of Kyuss makes two attacks with its claws and uses Burrowing Worm.

Burrowing Worm. A worm launches from the spawn of Kyuss at one humanoid that the spawn can see within 10 feet of it. The worm latches onto the target's skin unless the target succeeds on a DC 12 Dexterity saving throw. The worm is a Tiny undead with AC 6, 1 hit point, a 2 (-4) in every ability score, and a speed of 1 foot. While on the target's skin, the worm can be killed by normal means or scraped off using an action (the spawn can use this action to launch a scraped-off worm at a humanoid it can see within 10 feet of the worm). Otherwise, the worm burrows under the target's skin at the end of the target's next turn, dealing 1 piercing damage to it. At the end of each of its turns thereafter, the target takes 7 (2d6) necrotic damage per worm infesting it (maximum of 10d6). A worm-infested target dies if it drops to 0 hit points, then rises 10 minutes later as a spawn of Kyuss. If a worm-infested creature is targeted by an effect that cures disease or removes a curse, all the worms infesting it wither away.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage plus 10 (3d6) necrotic damage.

Wormburst (Recharge 5-6). The spawn of kyuss expels worms from its body, striking creatures around it. Each creature within 10 feet of it must succeed on a DC 16 Dexterity saving throw. On a failed save, 1d4 + 1 worms latches on the target's skin (see effects of Burrowing Worm).

TLINCALLIS

TLINCALLI CHIEFTAIN

Nomadic scorpion folk are led by a chieftain. This formidable creature is an exceptional hunter, warrior, and leader. The chieftain is almost revered like a god by its subjects, and the sight of it fighting inspires them to attack savagely.

In combat, the chieftain grabs its foes with its giant pincers and then impales them with both its glaive and venomous stinger.

TLINCALLI SHAMAN

Tlincalli shamans are druidic spellcasters that serve to support its tribe as they travel from one place to another. Shamans are able to create food and water, and can also cast spells to protect its tribe from both natural and unnatural elements.

During combat it will typically cast spike growth first to slow down and weaken its foes before casting wall of stone first to divide and isolate them. It then finishes them off with erupting earth and its melee attacks.

TLINCALLI CHIEFTAIN

Large monstrosity, neutral evil

Armor Class 18 (plate)
Hit Points 190 (20d10 + 80)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	8 (-1)	14 (+2)	12 (+1)

Saving Throws Str +8, Con +8, Dex +6
Skills Perception +6, Stealth +6, Survival +6
Senses darkvision 60 ft., passive Perception 16
Languages Tlincalli
Challenge 10 (5,900 XP)

Great Hunter's Inspiration (Recharges 5-6). When the tlincalli hits an enemy with a melee weapon attack and deals damage to it, it can use a bonus action to target all allies it can see within 30 feet of it. The target gains advantage to its next melee weapon attack made until the start of the tlincalli's next turn.

Slay Foe (1/Turn). The tlincalli deals an extra 13 (3d8) damage with its weapon attack if it hits a creature that doesn't have all its hit points.

ACTIONS

Multiattack. The tlincalli makes four attacks: one with its glaive, two with its claws, and one with its sting.

Glaive. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage, and the target is grappled (escape DC 14) . The tlincalli has two claws, each of which can grapple only one target.

Sting. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) piercing damage plus 21 (6d6) poison damage, and the target must succeed on a DC 16 Constitution saving throw or be poisoned for 1 minute. If it fails the saving throw by 5 or more, the target is also paralyzed while poisoned. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

TLINCALLI SHAMAN

Large monstrosity, neutral evil

Armor Class 15 (natural armor)
Hit Points 136 (16d10 + 48)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	16 (+3)	8 (-1)	16 (+3)	10 (+0)

Skills Perception +6, Stealth +4, Survival +6
Senses darkvision 60 ft., passive Perception 16
Languages Tlincalli
Challenge 7 (2,900 XP)

Spellcasting. The tlincalli is an 8th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following druid spells prepared:

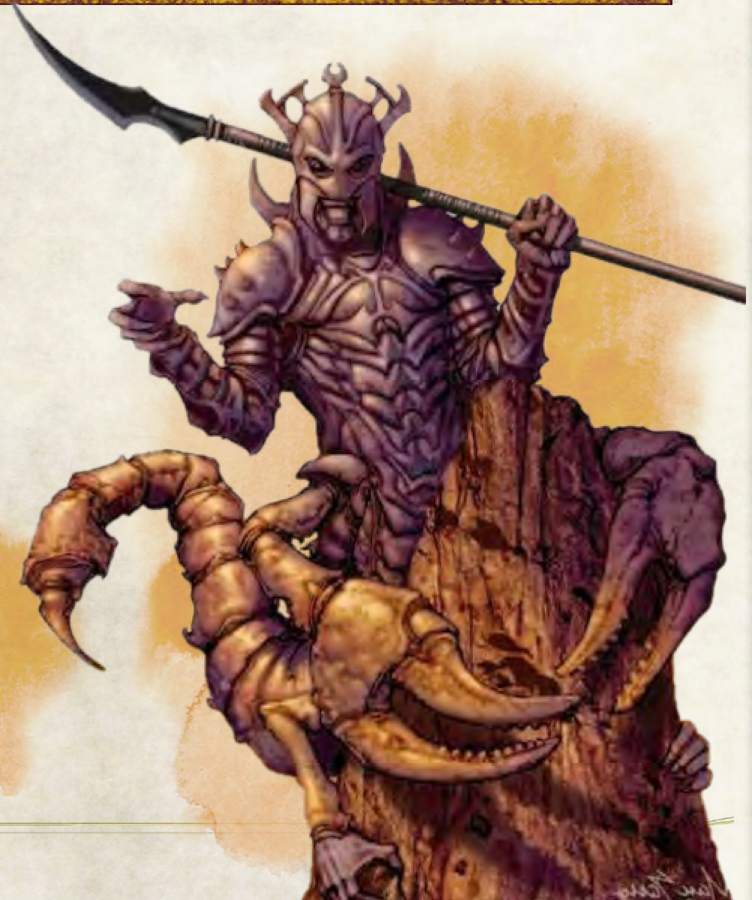
Cantrips (at will): *druidcraft, poison spray, thorn whip*
1st level (4 slots): *earth tremor, entangle, thunderwave*
2nd level (3 slots): *blur, silence, spike growth*
3rd level (3 slots): *create food and water, erupting earth, protection from energy*
4th level (2 slots): *insect plague, locate creature, wall of stone*

ACTIONS

Multiattack. The tlincalli makes two attacks: one with its glaive and one with its sting.

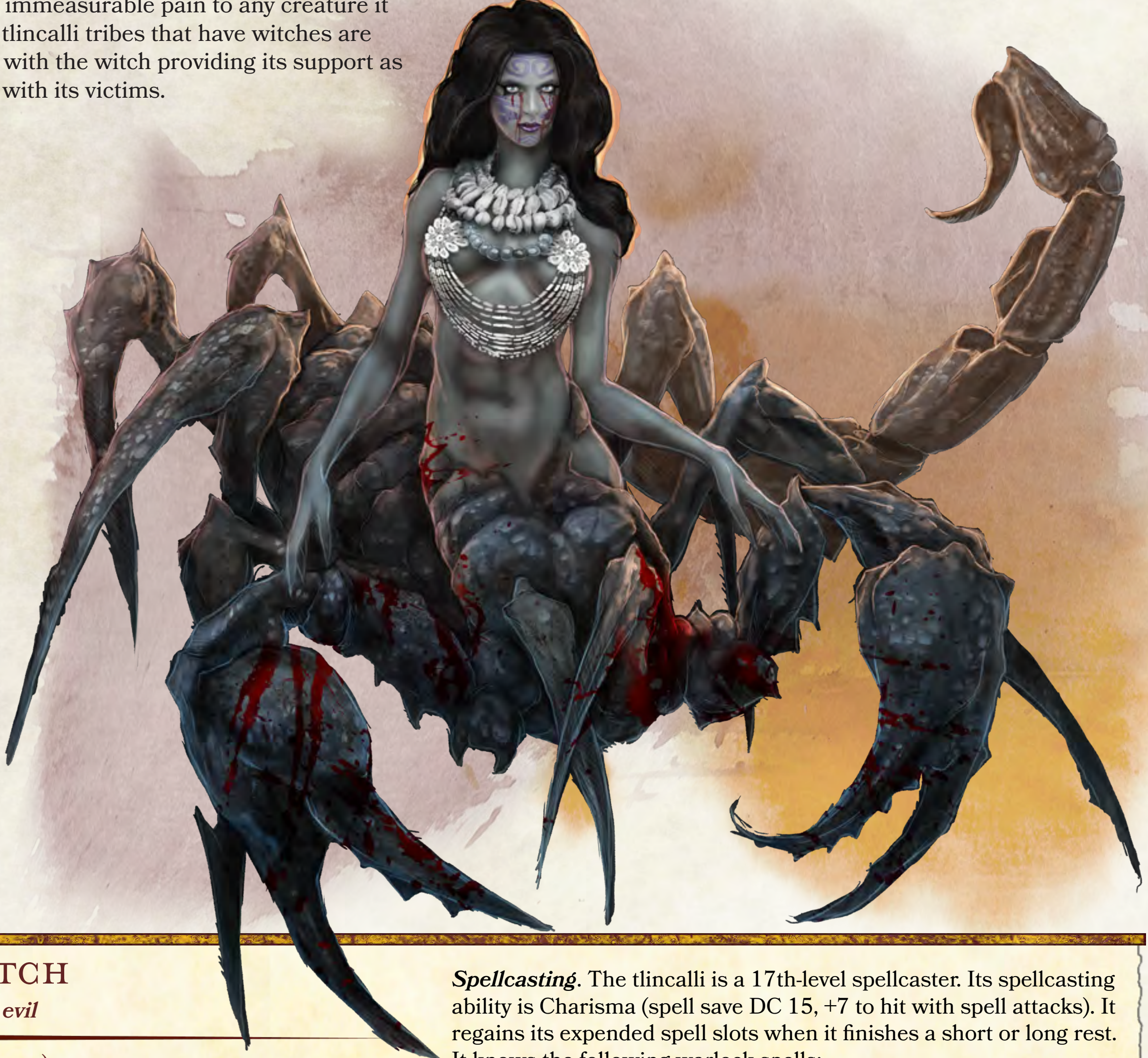
Glaive. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 7 (1d10 + 2) slashing damage.

Sting. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage plus 17 (5d6) poison damage, and the target must succeed on a DC 14 Constitution saving throw or be poisoned for 1 minute. If it fails the saving throw by 5 or more, the target is also paralyzed while poisoned. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



TLINCALLI WITCH

The devious tlincalli witch is a warlock that has made a pact with an archfiend or demon prince. A single tlincalli witch can hypnotize and control an entire unit of enemies, bring a monster into submission, and cause immeasurable pain to any creature it desires to torture. As such, tlincalli tribes that have witches are able to rise in power easily, with the witch providing its support as long as it is allowed to play with its victims.



TLINCALLI WITCH

Large monstrosity, neutral evil

Armor Class 15 (natural armor)
Hit Points 153 (18d10 + 54)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	16 (+3)	13 (+1)	13 (+1)	17 (+3)

Skills Deception +7, Perception +5, Stealth +6
Senses darkvision 60 ft., passive Perception 15
Languages Common, Tlincalli
Challenge 9 (5,000 XP)

Agonizing Blast. When the tlincalli casts *eldritch blast*, she adds her Charisma modifier to the damage it deals on a hit.

Dark One's Own Luck (Recharges after a Short or Long Rest). When the tlincalli makes an ability check or saving throw, it can add a d10 to the roll. It can do this after the roll is made but before any of the roll's effects occur.

Innate Spellcasting. The tlincalli's innate spellcasting ability is Charisma (spell save DC 15). The tlincalli can innately cast the following spells, without providing material components:

At will: *alter self, false life, levitate* (self only), *silent image, speak with the dead*

Spellcasting. The tlincalli is a 17th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast, infestation, minor illusion, poison spray, prestidigitation*
1st level-5th level (4 5th-level slots): *banishment, charm person, fireball, hellish rebuke, mirror image, scorching ray, scrying, stinking cloud, suggestion, wall of fire*
1/day each: *dominate monster, power word pain, mass suggestion*

ACTIONS

Multiattack. The tlincalli makes three attacks: two with its claws and one with its sting. It can cast a spell in place of its two claw attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 12) . The tlincalli has two claws, each of which can grapple only one target.

Sting. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage plus 17 (5d6) poison damage, and the target must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute. If it fails the saving throw by 5 or more, the target is also paralyzed while poisoned. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

TORTLES

Most tortles are warriors and druids. But a few manage to become monks, scouts, and witch doctors. Their stats have been provided in this section.

TORTLE MONK

Medium humanoid, lawful good

Armor Class 17 (natural armor)
Hit Points 27 (5d8 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	12 (+1)	11 (+0)	16 (+3)	12 (+1)

Skills Athletics +4, Perception +5
Senses passive Perception 15
Languages Aquan, Common
Challenge 1 (200 XP)

Hold Breath. The tortle can hold its breath for 1 hour.

Stunning Strike (5/Day). Once per turn, when the tortle hits a creature with a melee weapon attack, it can force the creature to make a DC 12 Constitution saving throw or be stunned until the end of the creature's next turn.

ACTIONS

Multiattack. The tortle makes three melee attacks, two which must be unarmed strikes.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target . *Hit:* 4 (1d4 + 2) slashing damage.

Quarterstaff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage, or 6 (1d8 + 2) bludgeoning damage if used with two hands.

Unarmed Strike. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Dart. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Shell Defense. The tortle withdraws into its shell. Until it emerges, it gains a +4 bonus to AC and has advantage on Strength and Constitution saving throws. While in its shell, the tortle is prone, its speed is 0 and can't increase, it has disadvantage on Dexterity saving throws, it can't take reactions, and the only action it can take is a bonus action to emerge.

TORTLE SCOUT

Medium humanoid, lawful good

Armor Class 17 (natural armor)
Hit Points 38 (7d8 + 7)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	11 (+0)	12 (+1)	12 (+1)

Skills Perception +3, Stealth +6
Senses passive Perception 13
Languages Aquan, Common
Challenge 3 (700 XP)

Hold Breath. The tortle can hold its breath for 1 hour.

Cunning Action. The tortle can take the Dash, Disengage, or Hide action as a bonus action on each of its turns.

Sneak Attack (1/Turn). The tortle deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the tortle that isn't incapacitated and the tortle doesn't have disadvantage on the attack roll.

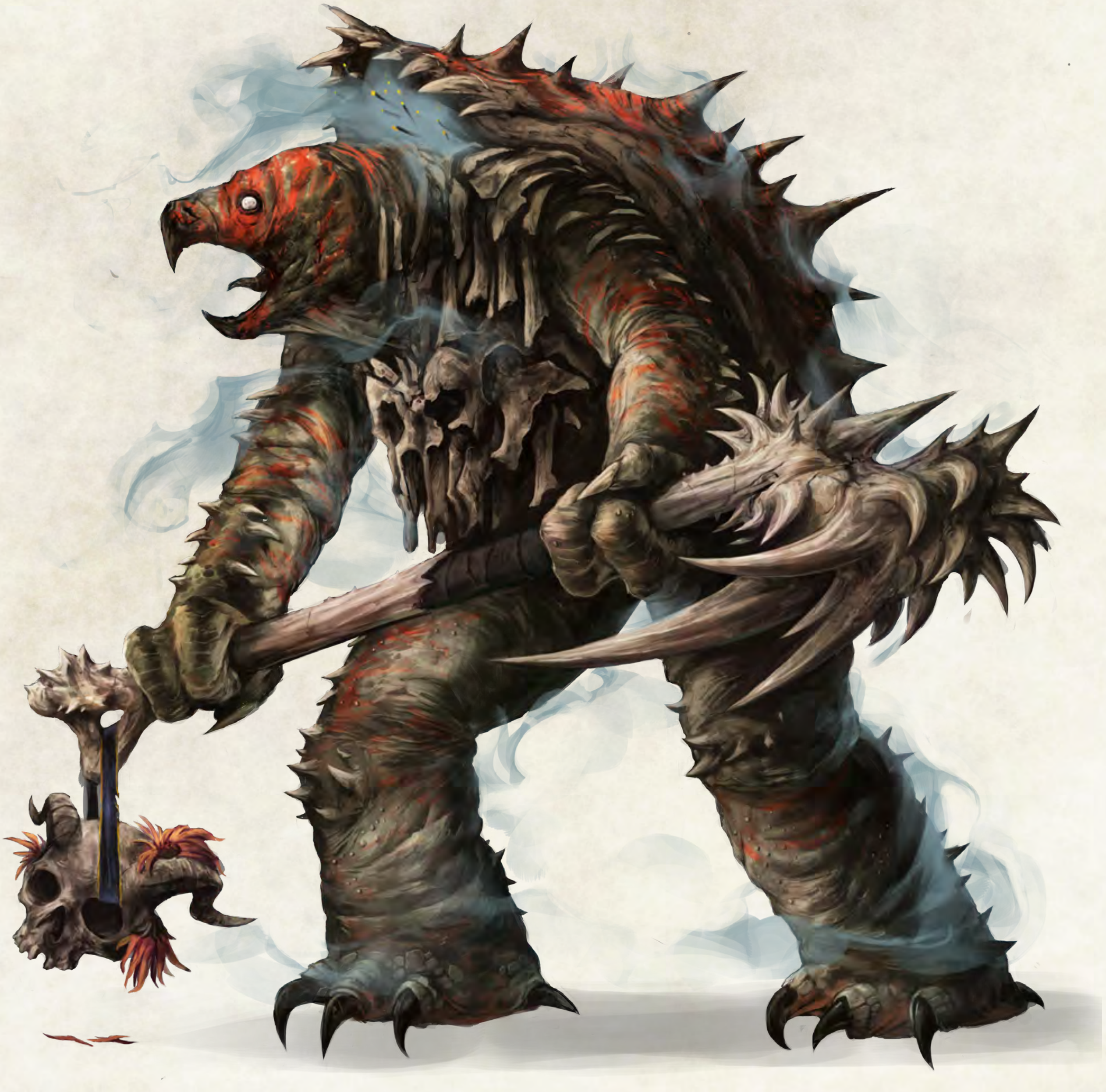
ACTIONS

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target . *Hit:* 4 (1d4 + 2) slashing damage.

Quarterstaff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage, or 6 (1d8 + 2) bludgeoning damage if used with two hands.

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage

Shell Defense. The tortle withdraws into its shell. Until it emerges, it gains a +4 bonus to AC and has advantage on Strength and Constitution saving throws. While in its shell, the tortle is prone, its speed is 0 and can't increase, it has disadvantage on Dexterity saving throws, it can't take reactions, and the only action it can take is a bonus action to emerge.



TORTLE WITCH DOCTOR

Medium humanoid, lawful neutral

Armor Class 17 (natural armor)
Hit Points 71 (11d8 + 22)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	14 (+2)	11 (+0)	17 (+3)	12 (+1)

Skills Perception +6, Religion +3
Senses passive Perception 16
Languages Aquan, Common
Challenge 5 (1,800 XP)

Hold Breath. The tortle can hold its breath for 1 hour.

Spellcasting. The tortle is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *guidance, sacred flame, thaumaturgy*
1st level (4 slots): *cure wounds, guiding bolt, inflict wounds, speak with animals*
2nd level (3 slots): *barkskin, hold person, spike growth, spiritual weapon*
3rd level (3 slots): *mass healing word, plant growth, spirit guardians, wind wall*
4th level (1 slot): *banishment, grasping vine, guardian of faith*

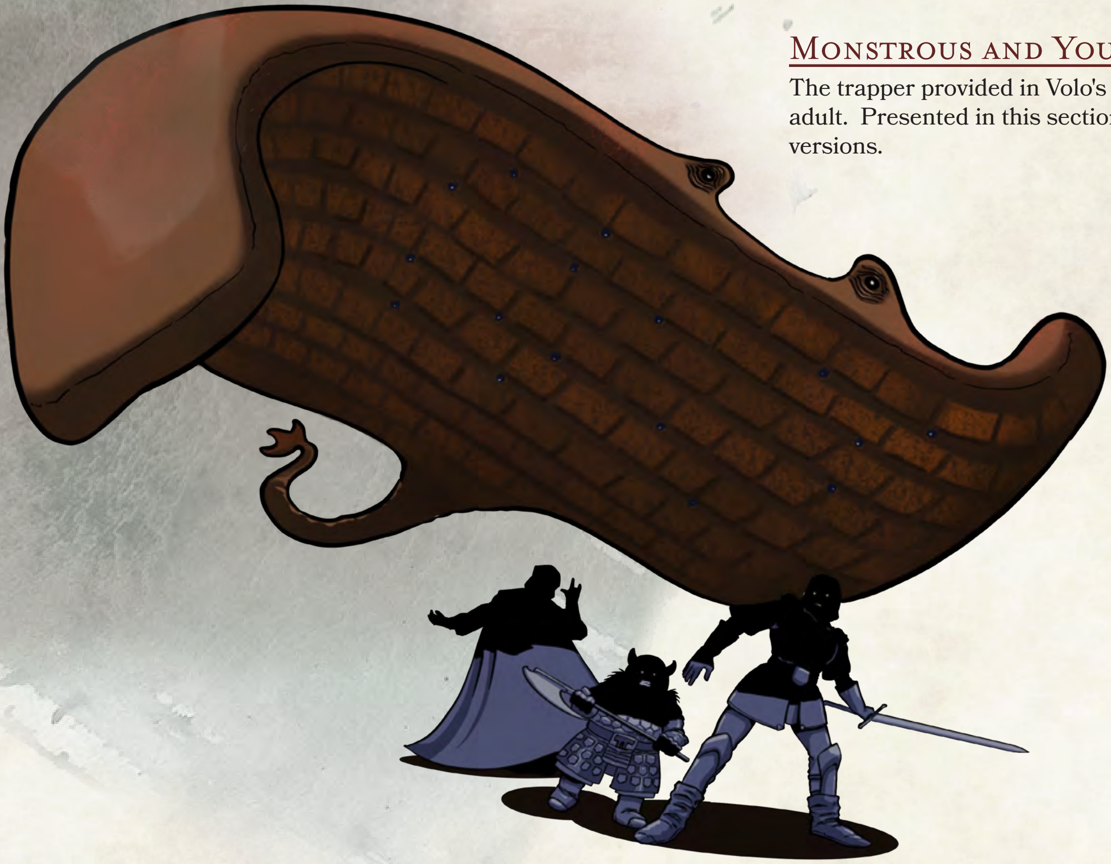
ACTIONS

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target . *Hit:* 3 (1d4 + 1) slashing damage.

Quarterstaff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage, or 5 (1d8 + 1) bludgeoning damage if used with two hands.

Shell Defense. The tortle withdraws into its shell. Until it emerges, it gains a +4 bonus to AC and has advantage on Strength and Constitution saving throws. While in its shell, the tortle is prone, its speed is 0 and can't increase, it has disadvantage on Dexterity saving throws, it can't take reactions, and the only action it can take is a bonus action to emerge.

TRAPPERS



MONSTROUS AND YOUNG TRAPPER

The trapper provided in Volo's Guide to Monsters is that of an adult. Presented in this section are the young and monstrous versions.

MONSTROUS TRAPPER

Huge monstrosity, unaligned

Armor Class 14 (natural armor)
Hit Points 172 (15d12 + 75)
Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	21 (+5)	2 (-4)	14 (+2)	4 (-3)

Skills Stealth +3
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 12
Languages —
Challenge 6 (2,300 XP)

False Appearance. While the trapper is attached to a ceiling, floor, or wall and remains motionless, it is almost indistinguishable from an ordinary section of ceiling, floor, or wall. A creature that can see it and succeeds on a DC 20 Intelligence (Investigation) or Intelligence (Nature) check can discern its presence.

Spider Climb. The trapper can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Smother. One Large or smaller creature within 5 feet of the trapper must succeed on a DC 16 Dexterity saving throw or be grappled (escape DC 15). Until the grapple ends, the target takes 22 (5d6 + 5) bludgeoning damage plus 7 (2d6) acid damage at the start of each of its turns. While grappled in this way, the target is restrained, blinded, and at risk of suffocating. The trapper can smother up to one Huge creature or two Large or smaller creatures at a time.

YOUNG TRAPPER

Medium monstrosity, unaligned

Armor Class 13 (natural armor)
Hit Points 32 (5d8 + 10)
Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	15 (+2)	2 (-4)	11 (+0)	4 (-3)

Skills Stealth +2
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 10
Languages —
Challenge 1 (200 XP)

False Appearance. While the trapper is attached to a ceiling, floor, or wall and remains motionless, it is almost indistinguishable from an ordinary section of ceiling, floor, or wall. A creature that can see it and succeeds on a DC 20 Intelligence (Investigation) or Intelligence (Nature) check can discern its presence.

Spider Climb. The trapper can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

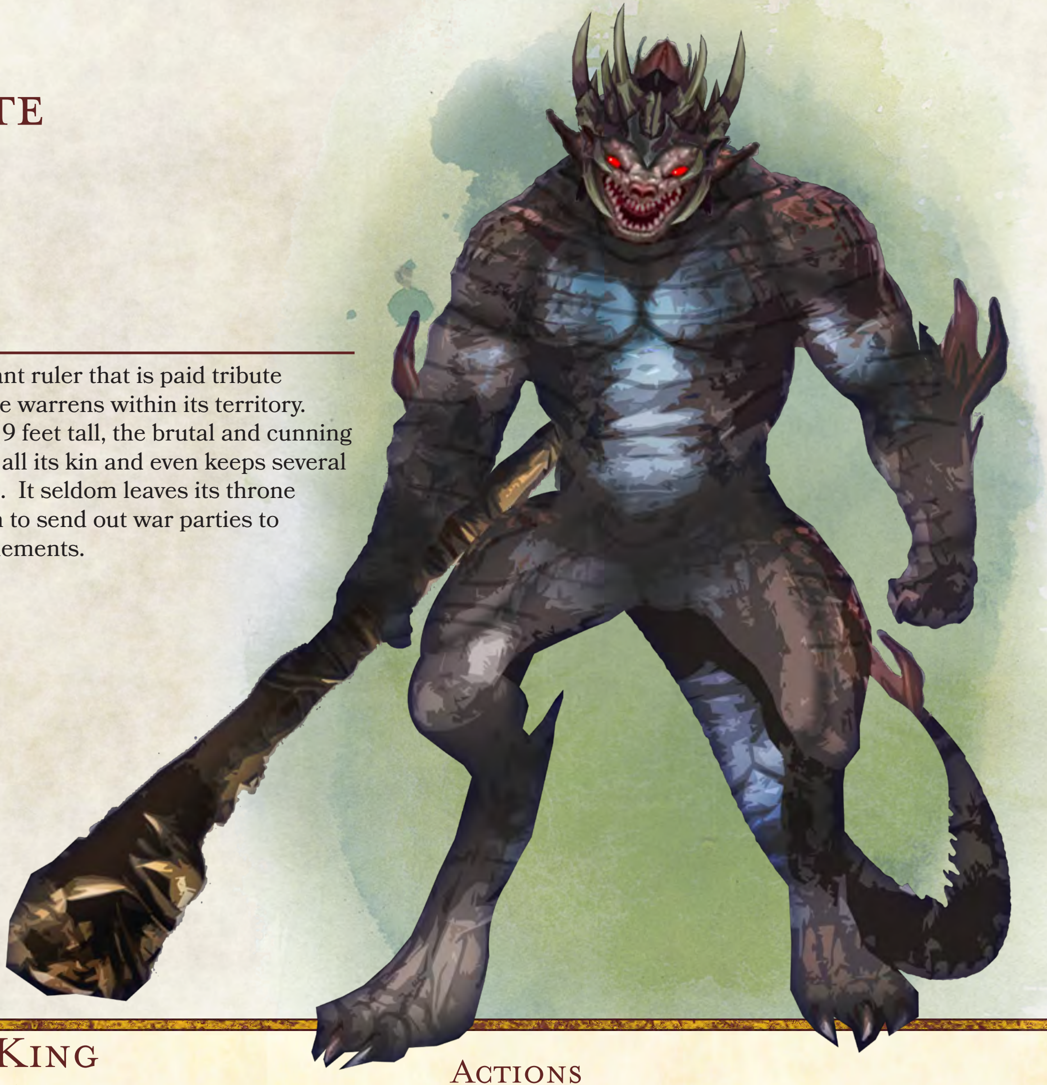
ACTIONS

Smother. One Medium or smaller creature within 5 feet of the trapper must succeed on a DC 12 Dexterity saving throw or be grappled (escape DC 12). Until the grapple ends, the target takes 12 (3d6 + 2) bludgeoning damage plus 2 (1d4) acid damage at the start of each of its turns. While grappled in this way, the target is restrained, blinded, and at risk of suffocating. The trapper can smother only one creature at a time.

TROGLODYTE

TROGLODYTE KING

The troglodyte king is a tyrant ruler that is paid tribute by all chieftains of troglodyte warrens within its territory. Reaching a height of nearly 9 feet tall, the brutal and cunning troglodyte king towers over all its kin and even keeps several trolls as its personal guards. It seldom leaves its throne room and is content enough to send out war parties to pillage and raid nearby settlements.



TROGLODYTE KING

Large humanoid (troglodyte), chaotic evil

Armor Class 15 (breastplate)
Hit Points 126 (12d10 + 60)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	20 (+5)	9 (-1)	14 (+2)	9 (-1)

Skills Stealth +4
Senses darkvision 60 ft., passive Perception 12
Languages Troglodyte
Challenge 8 (3,900 XP)

Chameleon Skin. The troglodyte has advantage on Dexterity (Stealth) checks made to hide.

Indomitable (1/Day). The troglodyte rerolls a failed save. It must use the new roll.

Stench. Any creature other than a troglodyte that starts its turn within 5 feet of the troglodyte must succeed on a DC 16 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all troglodytes for 1 hour.

Sunlight Sensitivity. While in sunlight, the troglodyte has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Skull Thump (1/turn). Once per turn, when the troglodyte hits a creature with a greatclub attack and has advantage on the attack roll, it can attempt to stun it. The target must make a DC 16 Constitution saving throw or be stunned until the end of its next turn.

ACTIONS

Multiattack. The troglodyte makes three attacks: one with its bite and two with its greatclub.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) piercing damage.

Greatclub. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Tail. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 7 (1d4 + 5) bludgeoning damage.

Acid Spit (Recharge 5-6). The troglodyte spits acid in a line that is 15 feet long and 5 feet wide. Each creature in that line must succeed on a DC 16 Dexterity saving throw, taking 21 (6d6) acid damage on a failed save, or half as much damage on a successful one.

War Whoop (Recharges after a Long Rest). Each troglodyte ally that is within 30 feet of the troglodyte and can hear the troglodyte can make one melee weapon attack.

LEGENDARY ACTIONS

The troglodyte can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The troglodyte regains spent legendary actions at the start of its turn.

Move. The troglodyte moves up to half its speed.
Tail (Costs 1 Action). The troglodyte makes a tail attack.
Greatclub (Costs 2 Actions). The troglodyte makes a greatclub attack.
Recharge Acid Spit (Costs 2 Actions). The troglodyte recharges its Acid Spit.

TROLLS

TROLL BERSERKER

Stronger and larger than a typical troll, the terrifying berserkers charge at their prey with abandon, savagely slashing and rending with their claws and tearing flesh with their jagged teeth.

TROLL KING

The troll king is a hulking and fearsome-looking figure. In combat it attacks with its greataxe and uses it to cleave through foes with ease and then finishing off those who survive after the first blow with its terrible bite.

The mere sight of the troll king emboldens other trolls, turning them into fanatical warriors.

TROLL BERSERKER

Large giant, chaotic evil

Armor Class 15 (natural armor)
Hit Points 115 (11d10 + 55)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	20 (+5)	7 (-2)	9 (-1)	7 (-2)

Skills Perception +2
Senses darkvision 60 ft., passive Perception 12
Languages Giant
Challenge 6 (2,300 XP)

Keen Smell. The troll has advantage on Wisdom (Perception) checks that rely on smell.

Reckless. At the start of its turn, the giant can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The troll makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

TROLL KING

Large giant, chaotic evil

Armor Class 18 (plate)
Hit Points 184 (16d10 + 96)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	22 (+6)	9 (-1)	12 (+1)	8 (-1)

Skills Perception +5
Senses darkvision 60 ft., passive Perception 15
Languages Giant
Challenge 12 (8,400 XP)

Aura of Fervor. An ally that is within 30 feet of the troll and can see and hear this troll has advantage to saving throws against being charmed and frightened, and all attack rolls against enemies within 30 feet of the troll, provided that the troll isn't incapacitated.

Indomitable (1/Day). The troll rerolls a failed save. It must use the new roll.

Keen Smell. The troll has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The troll makes three attacks: one with its bite and two with its greataxe. It can use Cleaving Swing in place of one of its greatsword attacks, if available.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) piercing damage. If the target is a creature and the attack roll against the target succeeds by 5 or more, the target takes an extra 7 (2d6) necrotic damage at the start of its next turn.

Greataxe. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 19 (2d12 + 6) slashing damage.

Cleaving Swing (Recharges 5-6). The troll swings its greataxe, and each creature within 10 feet of it must succeed on a DC 18 Dexterity saving throw. The target takes 19 (2d12 + 6) slashing damage on a failed saving save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The troll can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The troll regains spent legendary actions at the start of its turn.

Charge. The troll moves up to its speed.
Bite. The troll makes a bite attack.
Greataxe (Costs 2 Actions). The troll makes a greataxe attack.

Troll Shaman

Shamans are troll druids that support its brethren with spells to control the battlefield and tip the conflict in their favor. These trolls can also instill the fury and constitution of Vaprak temporarily in its allies, enabling them to fight with unnatural ferocity and regain hit points.

Troll Whelp

Troll whelps, although common, are rarely seen as they often take cover or flee when their lair is attacked. Although only a few years old, they stand as tall as a human and are already able to defend and fight with their tusks, teeth, and claws.

Troll Shaman

Large giant, chaotic evil

Armor Class 15 (natural armor)
Hit Points 133 (14d10 + 56)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	18 (+4)	7 (-2)	14 (+2)	7 (-2)

Skills Perception +5
Senses darkvision 60 ft., passive Perception 15
Languages Giant
Challenge 7 (2,900 XP)

Keen Smell. The troll has advantage on Wisdom (Perception) checks that rely on smell.

Spellcasting. The troll is a 8th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft, poison spray, thorn whip*
1st level (4 slots): *earth tremor, entangle, fog cloud*
2nd level (3 slots): *hold person, spike growth*
3rd level (3 slots): *erupting earth, stinking cloud*
4th level (2 slots): *ice storm, stoneskin*

Ravenous Presence. When an allied troll within 30 feet of this troll hits a creature with a bite attack, it is a critical hit, provided that this troll isn't incapacitated.

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

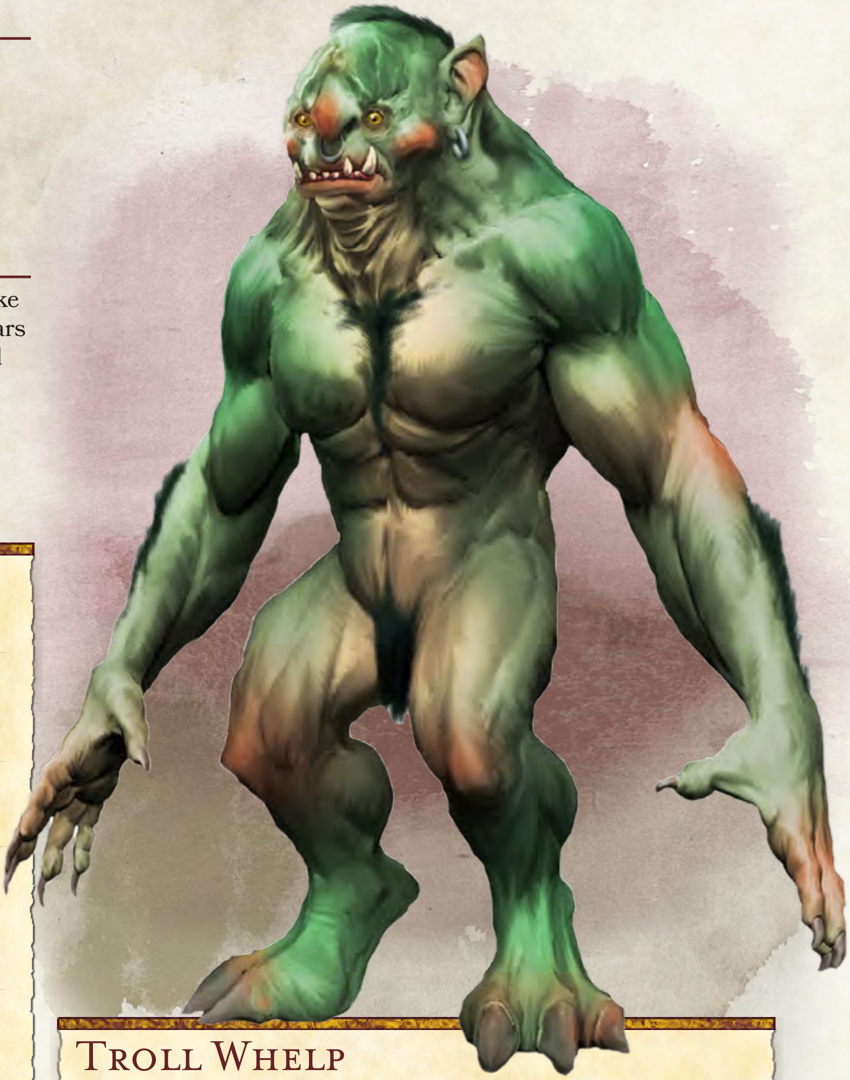
Actions

Multiattack. The troll makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Vaprak's Fury (Recharges after a Short or Long Rest). The troll targets up to three allied trolls it can see within 30 feet of it. Each target gains advantage on melee attack rolls until the end of its next turn. In addition, each target regains 10 hit points unless they took acid or fire damage during its last turn.



Troll Whelp

Medium giant, chaotic evil

Armor Class 14 (natural armor)
Hit Points 30 (4d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	16 (+3)	5 (-3)	7 (-2)	5 (-3)

Skills Perception +0
Senses darkvision 60 ft., passive Perception 10
Languages Giant
Challenge 1 (200 XP)

Keen Smell. The troll has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The troll regains 5 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The troll makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

TWO-HEADED TROLL

It is not exactly sure how the two-headed trolls came to be. Some say it is due to a troll crossbreeding with an ettin. Others say that it is because the troll ate another troll, and the head of the eaten troll had grown back and merged into the body of the consumer. This is unlikely as well, as such a troll is said to be a dire troll, which is an entirely different species and doesn't share the same qualities. Whatever the case may be, such a troll appears to be considered by its kin as a boon from Vaprak.

TWO-HEADED TROLL

Large giant, chaotic evil

Armor Class 15 (natural armor)
Hit Points 126 (12d10 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	20 (+5)	7 (-2)	9 (-1)	7 (-2)

Skills Perception +5
Senses darkvision 60 ft., passive Perception 15
Languages Giant
Challenge 7 (2,900 XP)

Keen Smell. The troll has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Two Heads. The troll has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

ACTIONS

Multiattack. The troll makes four attacks: two with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

TROLL WITCH DOCTOR

Troll witch doctors serve as the troll tribe's healer, divine adviser, and prophet of Vaprak, the troll deity. In combat, it serves as primary support to its allies, either through the use of healing and enhancement spells, or spells that wreak havoc on enemy ranks, such as call lightning and erupting earth.

When forced into melee, the troll witch doctor is still a dangerous foe, as its claws and teeth can still tear a man into pieces.

TROLL WITCH DOCTOR

Large giant, chaotic evil

Armor Class 15 (natural armor)
Hit Points 93 (11d10 + 33)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	7 (-2)	14 (+2)	7 (-2)

Skills Perception +5
Senses darkvision 60 ft., passive Perception 15
Languages Giant
Challenge 6 (2,300 XP)

Keen Smell. The troll has advantage on Wisdom (Perception) checks that rely on smell.

Spellcasting. The troll is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *guidance, sacred flame, thaumaturgy, toll the dead*
1st level (4 slots): *bane, command, earth tremor, guiding bolt, wrathful smite*
2nd level (3 slots): *gust of wind, hold person, lesser restoration, shatter*
3rd level (2 slots): *bestow curse, call lightning, erupting earth*

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The troll makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

REACTIONS

Vaprak's Wrath (Recharges after a Short or Long Rest). When an ally within 30 feet of the troll and can be seen by the troll hits a target with a melee weapon attack, the troll grants 5 extra damage to the ally's weapon damage roll. In addition, the ally's hit is a critical hit.

VARGOUILLES

Not all vargouilles are created equal. The most common vargouilles are created from the humanoid races. Some vargouilles are created from the heads of other species, and have resulted in a different species of vargouilles.

DIRE VARGOUILLE

In most cases, the fiendish curse from a vargouille can only affect a humanoid. In very rare instances, however, the curse may affect beasts and monstrosities, especially if the target was assaulted by a swarm of vargouille. When the transformation occurs, the resulting creature is that of dire vargouille - a stronger, more lethal specimen of the original.

GREATER VARGOUILLE

Greater vargouille are extremely rare, which happens when a giant undergoes the gruesome transformation after being infected by a vargouille's kiss. These horrid creatures are nearly 3 to 4 feet height in length, have wingspans 10 feet wide, and are able to exhale poisonous vapors that can make creatures violently sick.

DIRE VARGOUILLE

Small fiend, chaotic evil

Armor Class 13 (natural armor)
Hit Points 39 (6d6 + 18)
Speed 5 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	16 (+3)	4 (-3)	8 (-1)	2 (-4)

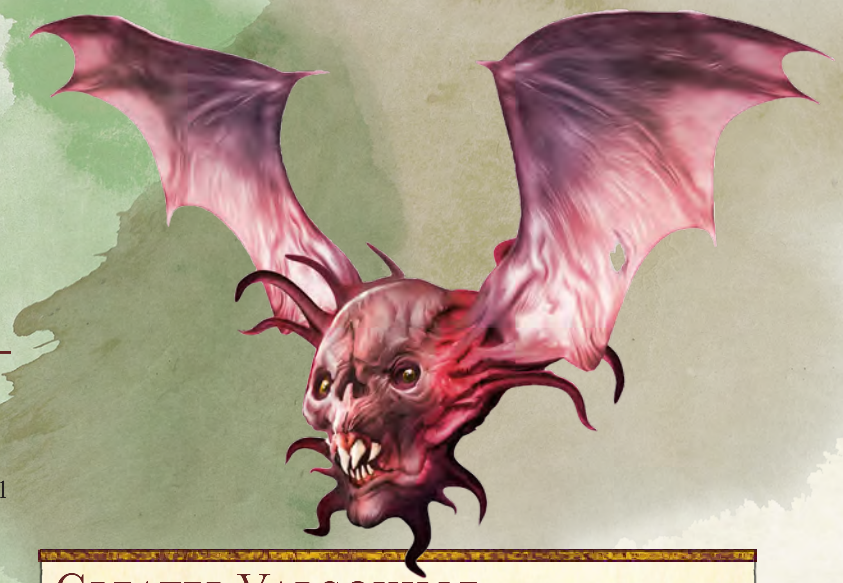
Damage Resistances cold, fire, lightning
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands Abyssal, Infernal, and any languages it knew before becoming a vargouille but can't speak
Challenge 2 (450 XP)

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage plus 14 (4d6) poison damage and the target can't regain hit points until the start of the vargouille's next turn.

Kiss. The vargouille kisses one incapacitated humanoid within 5 feet of it. The target must succeed on a DC 13 Charisma saving throw or become cursed. The cursed target loses 1 point of Charisma after each hour, as its head takes on fiendish aspects. The curse doesn't advance while the target is in sunlight or the area of a daylight spell. When the cursed target's Charisma becomes 2, it dies, and its head tears from its body and becomes a new vargouille. Casting remove curse, greater restoration, or a similar spell on the target before the transformation is complete can end the curse. Doing so undoes the changes made to the target by the curse.

Stunning Shriek. The vargouille shrieks. Each humanoid and beast within 30 feet of the vargouille and able to hear it must succeed on a DC 13 Wisdom saving throw or be frightened until the end of the vargouille's next turn. While frightened in this way, a target is stunned. If a target's saving throw is successful or the effect ends for it, the target is immune to the Stunning Shriek of all vargouilles for 1 hour.



GREATER VARGOUILLE

Medium fiend, chaotic evil

Armor Class 13 (natural armor)
Hit Points 76 (9d8 + 36)
Speed 5 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	18 (+4)	4 (-3)	9 (-1)	3 (-4)

Damage Resistances cold, fire, lightning
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands Abyssal, Infernal, and any languages it knew before becoming a vargouille but can't speak
Challenge 3 (700 XP)

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 13 (3d6 + 3) piercing damage plus 17 (5d6) poison damage and the target can't regain hit points until the start of the vargouille's next turn.

Kiss. The vargouille kisses one incapacitated giant or humanoid within 5 feet of it. The target must succeed on a DC 14 Charisma saving throw or become cursed. The cursed target loses 1 point of Charisma after each hour, as its head takes on fiendish aspects. The curse doesn't advance while the target is in sunlight or the area of a daylight spell. When the cursed target's Charisma becomes 2, it dies, and its head tears from its body and becomes a new vargouille. Casting remove curse, greater restoration, or a similar spell on the target before the transformation is complete can end the curse. Doing so undoes the changes made to the target by the curse.

Stunning Shriek. The vargouille shrieks. Each giant, humanoid, and beast within 30 feet of the vargouille and able to hear it must succeed on a DC 14 Wisdom saving throw or be frightened until the end of the vargouille's next turn. While frightened in this way, a target is stunned. If a target's saving throw is successful or the effect ends for it, the target is immune to the Stunning Shriek of all vargouilles for 1 hour.

Horrid Breath (Recharge 5-6). The vargouille exhales nauseating vapor in a 15-foot cone. Each creature in that area must succeed on a DC 14 Constitution saving throw or become poisoned for 1 minute. While poisoned, the target can't regain hit points and spends its action during its turn retching and reeling. A poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw.

VEGEPYGMIES

VEGEPYGMY WARRIOR

Vegepygmy warriors are the tribe's guards, hunters, and primary soldiers during times of war.

VEGEPYGMY SHAMAN

Vegepygmy shamans are often the only type of spellcasters found in vegepygmy communities. They serve as the tribe's healer, prophet, and head adviser.

VEGEPYGMY SHAMAN

Small plant, neutral

Armor Class 13 (natural armor)
Hit Points 27 (5d6 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	14 (+2)	6 (-2)	13 (+1)	7 (-2)

Skills Perception +3, Stealth +4
Damage Resistances lightning, piercing
Senses darkvision 60 ft., passive Perception 13
Languages Vegepygmy
Challenge 1 (200 XP)

Plant Camouflage. The vegepygmy has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life.

Regeneration. The vegepygmy regains 3 hit points at the start of its turn. If it takes cold, fire, or necrotic damage, this trait doesn't function at the start of the vegepygmy's next turn. The vegepygmy dies only if it starts its turn with 0 hit points and doesn't regenerate.

Spellcasting. The vegepygmy is a 3rd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *poison spray, thorn whip*
1st level (4 slots): *entangle, snare*
2nd level (2 slots): *locate animals or plants, spike growth*

ACTIONS

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

VEGEPYGMY WARRIOR

Small plant, neutral

Armor Class 13 (natural armor)
Hit Points 22 (5d6 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	13 (+1)	6 (-2)	11 (+0)	7 (-2)

Skills Perception +2, Stealth +4
Damage Resistances lightning, piercing
Senses darkvision 60 ft., passive Perception 12
Languages Vegepygmy
Challenge 1/2 (100 XP)

Plant Camouflage. The vegepygmy has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life.

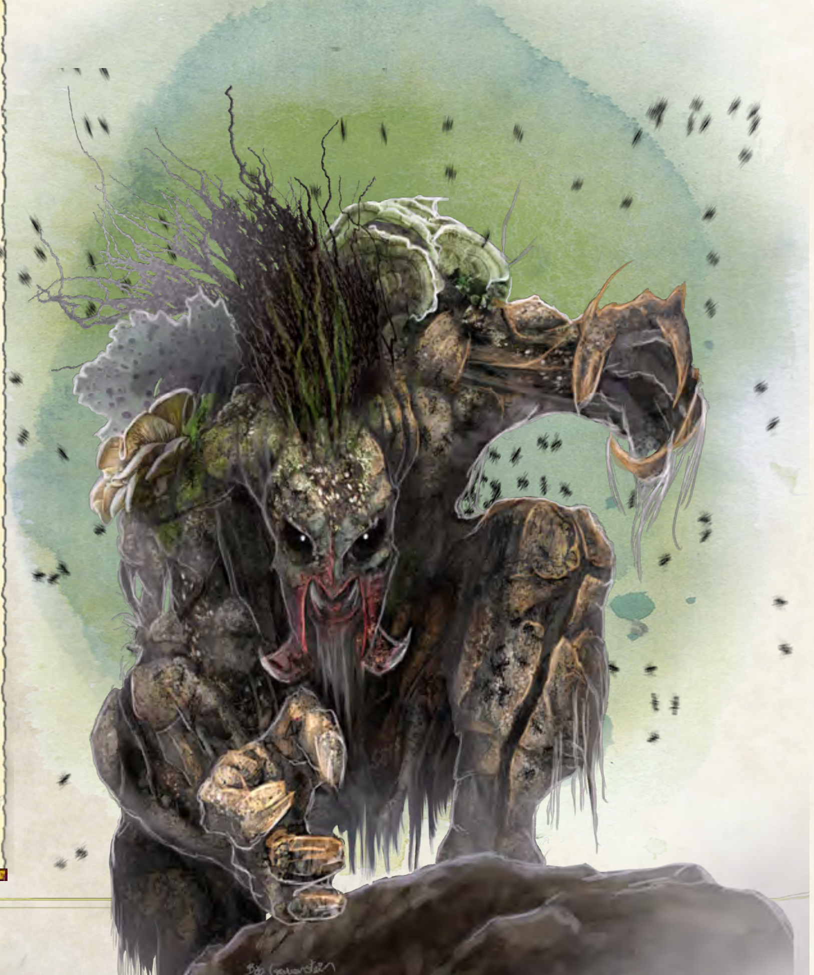
Regeneration. The vegepygmy regains 3 hit points at the start of its turn. If it takes cold, fire, or necrotic damage, this trait doesn't function at the start of the vegepygmy's next turn. The vegepygmy dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

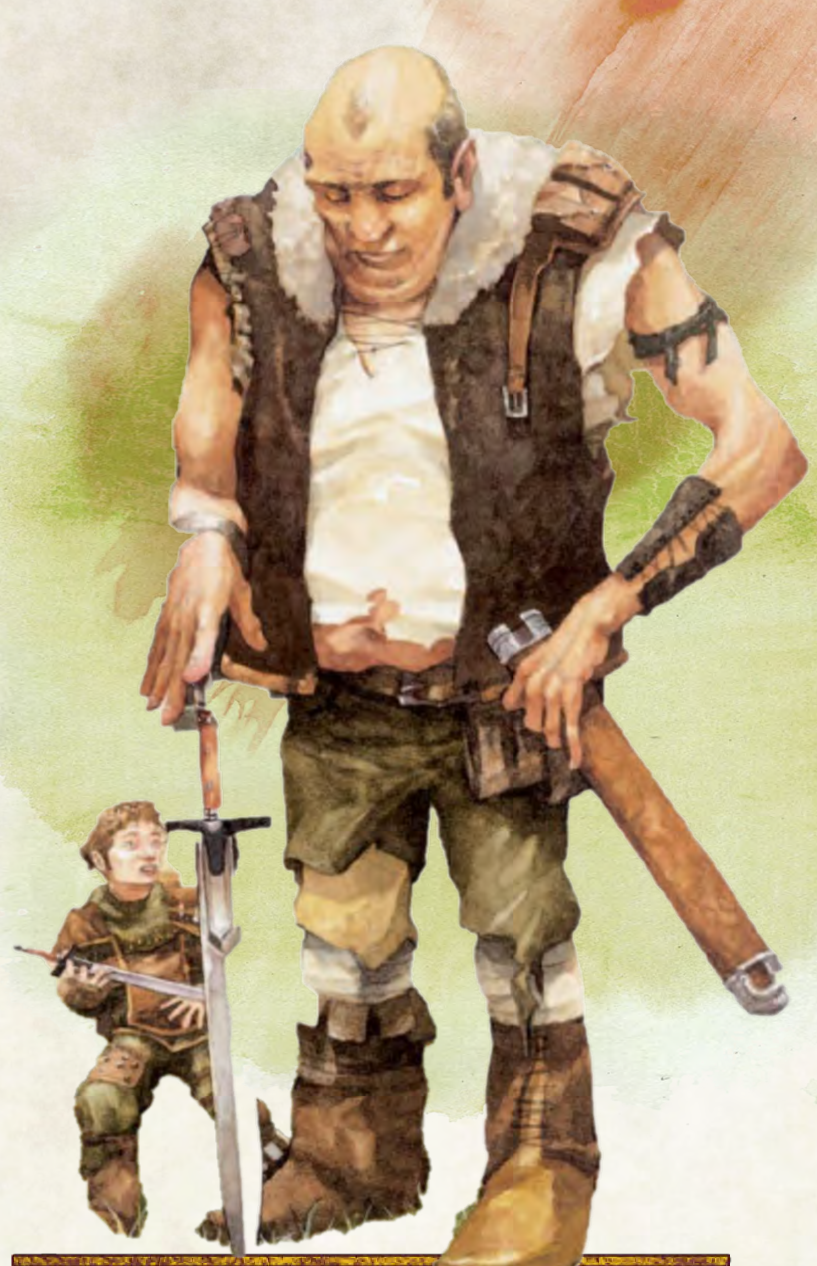
Multiattack. The vegepygmy makes two attacks with its claws or two melee attacks with its spear.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.



VERBEEG



Verbeeg are 9 to 10 feet tall unpleasant giants that have more human-like features and proportions compared to the commonly muscular and brutish forms of giants.

Barbaric Mercenaries. Most verbeeg are evil-natured and live a life of barbarism - raiding nearby settlements to plunder and kidnap folk for slaves or ransom. Others offer themselves as unscrupulous mercenaries that work for the highest bidder.

Clever Bullies. Verbeeg are clever and are rarely encountered alone. They often bully and take charge of less intelligent groups of giant-kin such as ogres, hill giants, and trolls, and forcing and manipulating them to do the heavy lifting - such as fighting, as they stay behind relative safety.

Verbeeg often establish lairs in underground caves, dungeons, and abandoned castles. They mostly worship the evil giant gods, such as Grolantor and Vaprak. Among its leaders and unique warriors are the chieftain, the shaman, the skirmisher, and the priest of Grolantor. Presented below are the stat blocks for each.

VERBEEG

Large giant, neutral (usually evil)

Armor Class 13 (hide armor, shield)
Hit Points 76 (8d10 + 32)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	18 (+4)	7 (-2)	10 (+0)	8 (-1)

Skills Perception +2
Senses darkvision 60 ft., passive Perception 12
Languages Common, Giant
Challenge 3 (700 XP)

ACTIONS

Multiattack. The verbeeg makes two melee attacks.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage, or 14 (2d8 + 5) piercing damage if used with two hands to make a melee attack.

VERBEEG CHIEFTAIN

Large giant, neutral (usually evil)

Armor Class 17 (patchwork armor, shield)
Hit Points 147 (14d10 + 70)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	20 (+5)	8 (-1)	12 (+1)	10 (+0)

Skills Intimidation +3, Perception +4
Senses darkvision 60 ft., passive Perception 14
Languages Common, Giant
Challenge 7 (2,900 XP)

Command Assault. As a bonus action, the verbeeg targets one ally it can see within 30 feet of it. If the target can see or hear the verbeeg, the target can use its reaction to make one melee attack or to take the Dash action.

ACTIONS

Multiattack. The verbeeg makes two melee attacks.

Longsword. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage, or 17 (2d10 + 6) slashing damage if used with two hands.

VERBEEG PRIEST OF GROLANTOR

Large verbeeg, neutral evil

Armor Class 15 (patchwork armor)
Hit Points 110 (13d10 + 39)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	10 (+0)	14 (+2)	10 (+0)

Skills Perception +5, Religion +3
Senses darkvision 60 ft., passive Perception 15
Languages Common, Giant
Challenge 5 (1,800 XP)

Smite the Weak. Medium or smaller creatures have disadvantage on saving throws made against the verbeeg's spells.

Spellcasting. The verbeeg is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *guidance, sacred flame, thaumaturgy, toll the dead*
1st level (4 slots): *bane, command, cure wounds, divine favor, guiding bolt*
2nd level (3 slots): *hold person, shatter, silence, spiritual weapon*
3rd level (2 slots): *bestow curse, mass healing word, spirit guardians*

ACTIONS

Multiattack. The verbeeg makes two melee attacks.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

REACTIONS

Grolantor's Glare. When a creature attacks the verbeeg, and the creature is Medium or smaller and within 30 feet and visible to the verbeeg, the creature must succeed on a DC 13 Wisdom saving throw. On a failed save, the attacker is frightened until the end of the verbeeg's next turn.

VERBEEG SHAMAN

Large giant, neutral (usually evil)

Armor Class 15 (patchwork armor)
Hit Points 119 (14d10 + 42)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	8 (-1)	16 (+3)	10 (+0)

Skills Perception +6
Senses darkvision 60 ft., passive Perception 16
Languages Common, Giant
Challenge 6 (2,300 XP)

Change Shape (Recharges after a Short or Long Rest). As a bonus action, the verbeeg can magically polymorph into a cave bear or giant boar, remaining in that form for up to 1 hour. It can revert to its true form as a bonus action. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Spellcasting. The verbeeg is a 8th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft, mending, produce flame*
1st level (4 slots): *entangle, healing word, thunderwave*
2nd level (3 slots): *hold person, moonbeam, spike growth*
3rd level (3 slots): *dispel magic, erupting earth, meld into stone*
4th level (2 slots): *ice storm, stoneskin*

ACTIONS

Multiattack. The verbeeg makes two melee attacks.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

VERBEEG SKIRMISHER

Large giant, neutral (usually evil)

Armor Class 14 (hide armor, shield)
Hit Points 95 (10d10 + 40)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	7 (-2)	10 (+0)	8 (-1)

Skills Perception +2
Senses darkvision 60 ft., passive Perception 12
Languages Common, Giant
Challenge 4 (1,100 XP)

Lightfooted. The verbeeg can take the Dash or Disengage action as a bonus action on each of its turns.

Skirmish Advantage. The verbeeg gains advantage on the first attack roll of its turn if it has moved to a space at least 15 feet from the space it occupied at the start of its turn.

ACTIONS

Multiattack. The verbeeg makes two melee attacks.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage, or 14 (2d8 + 5) piercing damage if used with two hands to make a melee attack.

REACTIONS

Skirmisher. When an enemy the verbeeg can see ends its turn within 5 feet of it, the verbeeg can move up to half its speed. This movement doesn't provoke opportunity attacks.

WENDIGO

WENDIGO

A wendigo is a dreadful fey spirit that haunts cold temperate forests and desolate tundras. It is often mistaken for an undead or lycanthrope due to its appearance and its insatiable craving for humanoid flesh.

Bestial Horror. The wendigo appears as a gaunt horrid-looking 9-foot tall humanoid with an emaciated elk's head with antlers. Its foul body is covered with dark matted hair that is stained with blood. Its unnaturally long arms end in vicious claws and its mouth is ridged with sharp teeth.

Ravenous Spirit. The wendigo was once an evil humanoid that hunted and preyed on its own kind, surviving as a cannibal for most of its life while living alone in the wilderness. Such a creature will attract the attention of the Queen of Air and Darkness or Malar the Beastlord. Before the creature's death, the deity it gained favor from bestows upon it a gift, or rather a curse, which transforms the creature into the ravenous wendigo. This allows the creature to continue what it did in its previous life, for eternity.

WENDIGO

Large fey, chaotic evil

Armor Class 15 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	10 (+0)	16 (+3)	18 (+4)

Skills Perception +7, Stealth +7, Survival +7
Damage Immunities cold, bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Condition Immunities charmed, exhaustion, frightened
Senses darkvision 60 ft., passive Perception 17
Languages Common, Elvish, and Sylvan; telepathy 60 ft.
Challenge 9 (5,000 XP)

Charge. If the wendigo moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

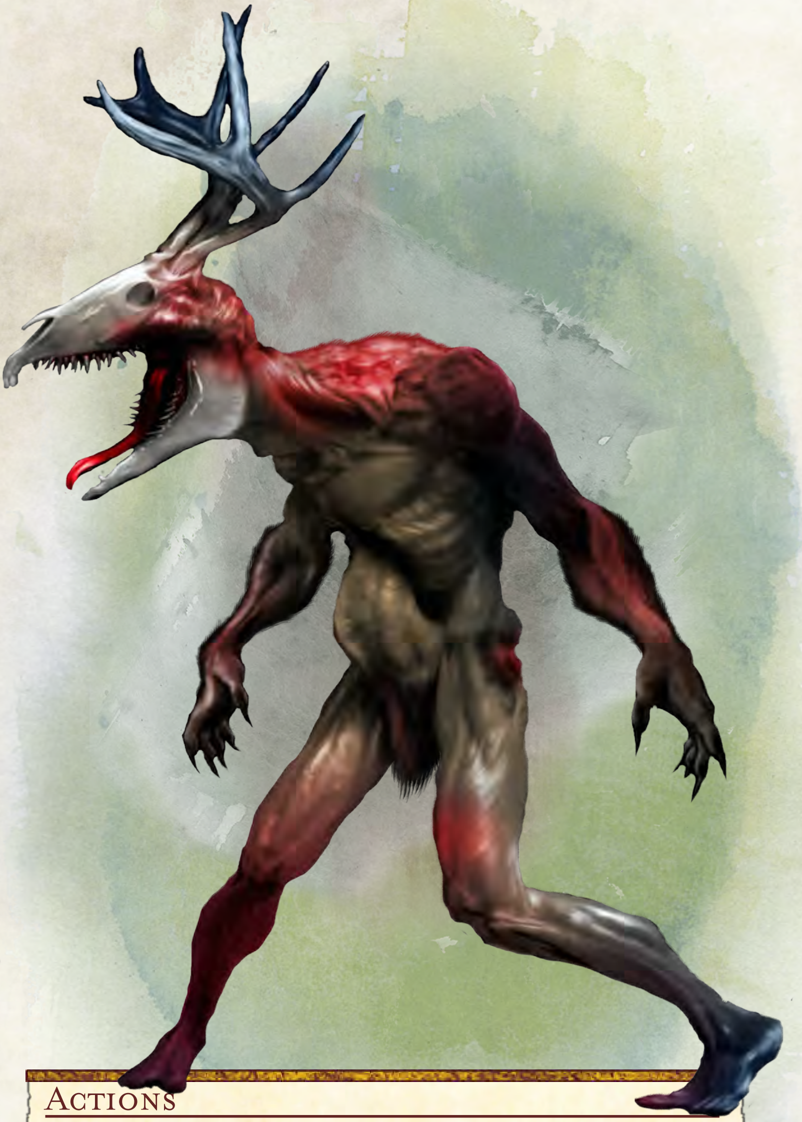
Keen Hearing and Smell. The wendigo has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Innate Spellcasting. The wendigo's innate spellcasting ability is Charisma (spell save DC 16). The wendigo can innately cast the following spells, without providing material components:

At will: *chill touch* (3d8), *dancing lights, detect magic*
1/day each: *greater invisibility, wind walk* (self only).

Maddening Whispers. As a bonus action, the wendigo chooses one creature it can see within 60 feet of it. The target must succeed on a DC 16 Wisdom saving throw, or it takes 13 (2d8 + 4) psychic damage and must use its reaction to move up to half its speed and make a melee weapon attack against one creature of the wendigo's choice that the wendigo can see. Constructs and undead are immune to this effect.

Regeneration. The wendigo regains 10 hit points at the start of its turn. If the wendigo takes fire damage, this trait doesn't function at the start of the wendigo's next turn. The wendigo dies only if it starts its turn with 0 hit points and doesn't regenerate.



ACTIONS

Multiattack. The wendigo makes three melee attacks: one with its ravenous bite or gore and two with its claws.

Ravenous Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) piercing damage plus 7 (2d6) necrotic damage and the target must succeed on a DC 16 Constitution saving throw against disease or become poisoned until the disease is cured. While poisoned, the target's Wisdom score is reduced by 1d4 at the start of each of its turns. This reduction will not cause a target's score to go below 3. When a target's Wisdom reaches a score of 3, it becomes insane and ravenous. While in this state, the creature acts as an ally of the wendigo, gains a bite attack (1d6 piercing damage), and must spend its action each turn making a bite attack against an enemy of the wendigo.

The Wisdom score reduction lasts until the target finishes a short or long rest.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

Gore. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) piercing damage.

Baleful Howl. The wendigo emits a terrifying howl. Every enemy within 300 feet of the wendigo that can hear it must succeed on a DC 16 Wisdom saving throw or be frightened for 1 minute. A frightened target that starts its turn within 30 feet of the wendigo must use all its movement on that turn to get as far from the wendigo as possible, must finish the move before taking an action, and must take the most direct route, even if hazards lie that way. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

A target that successfully saves is immune to the wendigo's baleful howl for the next 24 hours.

WOOD WOADS

WOOD WOAD GROVE KEEPER

When a druid willingly enters into the ritual to sacrifice itself in becoming a wood woad, the result is the birth of a grove keeper. This creature functions similarly as a normal wood woad, except that it also has the ability to cast druid spells to help achieve its goal of protecting the woodlands and the creatures that live in it.

WOOD WOAD GROVE KEEPER

Medium plant, lawful neutral

Armor Class 18 (natural armor, shield)
Hit Points 112 (15d8 + 45)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	10 (+0)	16 (+3)	11 (+0)

Skills Athletics +7, Perception +6, Stealth +4
Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing
Condition Immunities charmed, frightened
Senses darkvision 60 ft., passive Perception 16
Languages Sylvan
Challenge 7 (2,900 XP)

Magic Club. In the wood woad's hand, its club is magical and deals 7 (3d4) extra damage (included in its attacks).

Plant Camouflage. The wood woad has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life.

Regeneration. The wood woad regains 10 hit points at the start of its turn if it is in contact with the ground. If it takes fire damage, this trait doesn't function at the start of the wood woad's next turn. The wood woad dies only if it starts its turn with 0 hit points and doesn't regenerate.

Spellcasting. The wood woad is an 8th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following druid spells prepared:

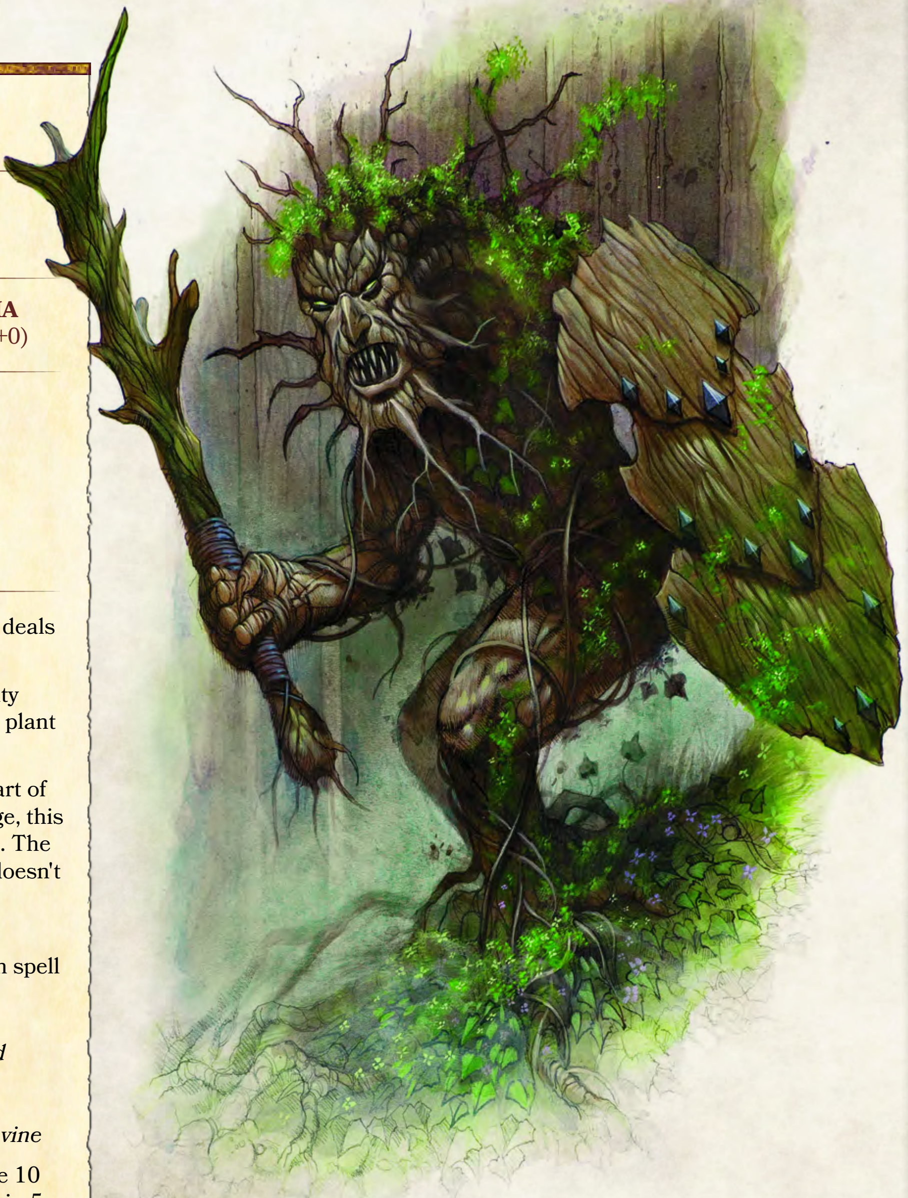
Cantrips (at will): *druidcraft, poison spray, thorn whip*
1st level (4 slots): *entangle, fog cloud, goodberry, healing word*
2nd level (3 slots): *hold person, healing spirit, moonbeam*
3rd level (3 slots): *call lightning, erupting earth, plant growth*
4th level (2 slots): *divination, freedom of movement, grasping vine*

Tree Stride. Once on each of its turns, the wood woad can use 10 feet of its movement to step magically into one living tree within 5 feet of it and emerge from a second living tree within 60 feet of it that it can see, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger.

ACTIONS

Multiattack. The wood woad makes two attacks with its club.

Club. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (4d4 + 4) bludgeoning damage



Wood Woad Sentinel

The wood woad sentinel was born from the heart of a former knight, resulting in a wood woad that is skilled in protecting and defending its ward.

Wood Woad Sentinel

Medium plant, lawful neutral

Armor Class 18 (natural armor, shield)
Hit Points 119 (14d8 + 56)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	10 (+0)	13 (+1)	9 (-1)

Skills Athletics +8, Perception +7, Stealth +4
Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing
Condition Immunities charmed, frightened
Senses darkvision 60 ft., passive Perception 17
Languages Sylvan
Challenge 8 (3,900 XP)

Magic Club. In the wood woad's hand, its club is magical and deals 7 (3d4) extra damage (included in its attacks).

Plant Camouflage. The wood woad has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life.

Regeneration. The wood woad regains 10 hit points at the start of its turn if it is in contact with the ground. If it takes fire damage, this trait doesn't function at the start of the wood woad's next turn. The wood woad dies only if it starts its turn with 0 hit points and doesn't regenerate.

Punish the Marked (1/Turn). As a bonus action, the wood woad can make a melee weapon attack against a creature marked by it if the creature dealt damage to anyone other than the wood woad during the last turn. The wood woad's melee weapon attack has advantage on the attack roll, and if it hits, the attack's weapon deals an extra 7 (2d6) damage to the target.

Threatening. Creatures provoke an opportunity attack from the wood woad when they move 5 feet or more while within the wood woad's reach, and if the wood woad hits a creature with an opportunity attack, the target's speed is reduced to 0 until the end of the current turn.

Tree Stride. Once on each of its turns, the wood woad can use 10 feet of its movement to step magically into one living tree within 5 feet of it and emerge from a second living tree within 60 feet of it that it can see, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger.

Actions

Multiattack. The wood woad makes three attacks with its club.

Club. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (4d4 + 5) bludgeoning damage and the target is marked until the end of the wood woad's next turn. This effect ends early if the wood woad is incapacitated or it dies, or if someone else marks the target. While it is within 5 feet of the wood woad, a creature marked by the wood woad has disadvantage on any attack roll that doesn't target the wood woad.

Reactions

Parry. The wood woad adds 2 to its AC against one melee attack that would hit it. To do so, the wood woad must see the attacker and be wielding a melee weapon.

Wood Woad Grove Warden

A grove keeper was created from the sacrifice made by an elf paladin that swore an Oath of the Ancients. The creature has retained its former life's paladin abilities which it now uses to help protect its woodland territory.

Wood Woad Grove Warden

Medium plant, lawful neutral

Armor Class 18 (natural armor, shield)
Hit Points 136 (16d8 + 64)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	10 (+0)	13 (+1)	15 (+2)

Skills Athletics +9, Perception +5, Stealth +5
Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing
Condition Immunities charmed, frightened
Senses darkvision 60 ft., passive Perception 15
Languages Sylvan
Challenge 9 (5,000 XP)

Magic Club. In the wood woad's hand, its club is magical and deals 7 (3d4) extra damage (included in its attacks).

Plant Camouflage. The wood woad has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life.

Regeneration. The wood woad regains 10 hit points at the start of its turn if it is in contact with the ground. If it takes fire damage, this trait doesn't function at the start of the wood woad's next turn. The wood woad dies only if it starts its turn with 0 hit points and doesn't regenerate.

Spellcasting. The wood woad is an 9th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14). It has the following paladin spells prepared:

1st level (4 slots): *compelled duel, cure wounds, ensnaring strike, wrathful smite, speak with animals*
2nd level (3 slots): *aid, branding smite, magic weapon, moonbeam, misty step*
3rd level (2 slots): *crusader's mantle, dispel magic, plant growth, protection from energy*

Smite (1/Turn). As a bonus action, when the wood woad hits a creature with a weapon attack, it can expend a 1st level spell slot to deal 9 (2d8) radiant (good) or poison (evil) damage to the target. If the wood woad expends a spell slot of 2nd level or higher, the extra radiant or poison damage increases by 1d8 for each level above 1st (maximum 5d8).

Tree Stride. Once on each of its turns, the wood woad can use 10 feet of its movement to step magically into one living tree within 5 feet of it and emerge from a second living tree within 60 feet of it that it can see, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger.

Actions

Multiattack. The wood woad makes three attacks with its club.

Club. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (4d4 + 5) bludgeoning damage.

XVARTS

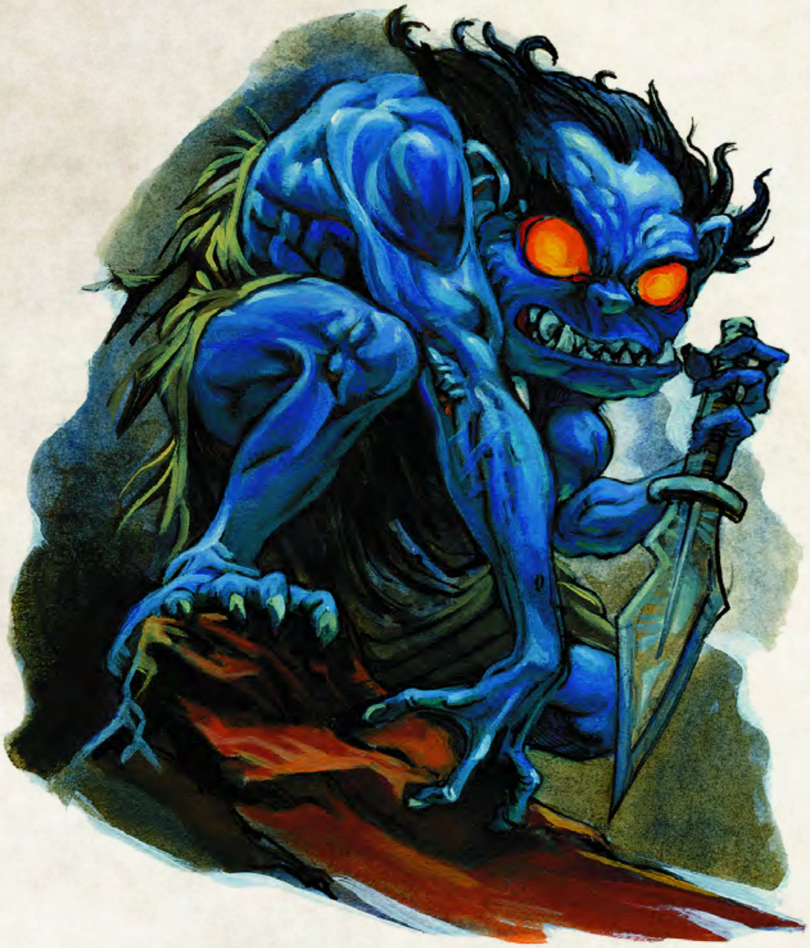
XVART CUTTHROAT

Cutthroats are vicious, opportunistic thugs that serve the will of Raxivort. These xvarts use stealth and strength in numbers to overwhelm their targets.

XVART SHAMAN OF RAXIVORT

The shaman of Raxivort is a devout worshiper of xvart god and has druidic spells and abilities, making it a natural leader in a tribe of xvarts and serves as an adviser to the tribe speaker.

The xvart shaman can transform into a vermin to gain access to enemy territory or to escape fights it knows it cannot win.



XVART CUTTHROAT

Small humanoid (xvart), chaotic evil

Armor Class 14 (studded leather)
Hit Points 10 (3d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	10 (+0)	8 (-1)	7 (-2)	7 (-2)

Skills Stealth +6
Senses darkvision 30 ft., passive Perception 8
Languages Abyssal
Challenge 1/4 (50 XP)

Low Cunning. The xvart can take the Disengage action as a bonus action on each of its turns.

Overbearing Pack. The xvart has advantage on Strength (Athletics) checks to shove a creature if at least one of the xvart's allies is within 5 feet of the target and the ally isn't incapacitated.

Raxivort's Tongue. The xvart can communicate with ordinary bats and rats, as well as giant bats and giant rats.

Sneak Attack (1/Turn). The xvart deals an extra 3 (1d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the xvart that isn't incapacitated and the xvart doesn't have disadvantage on the attack roll.

ACTIONS

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

XVART SHAMAN OF RAXIVORT

Small humanoid (xvart), chaotic evil

Armor Class 14 (hide armor)
Hit Points 22 (5d6 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	8 (-1)	14 (+2)	8 (-1)

Skills Perception +4, Stealth +4
Senses darkvision 30 ft., passive Perception 14
Languages Abyssal
Challenge 2 (450 XP)

Low Cunning. The xvart can take the Disengage action as a bonus action on each of its turns.

Overbearing Pack. The xvart has advantage on Strength (Athletics) checks to shove a creature if at least one of the xvart's allies is within 5 feet of the target and the ally isn't incapacitated.

Raxivort's Blessing. When the xvart reduces an enemy to 0 hit points, the xvart gains 4 temporary hit points.

Raxivort's Tongue. The xvart can communicate with ordinary bats and rats, as well as giant bats and giant rats.

Spellcasting. The xvart is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft, poison spray, thorn whip*
1st level (4 slots): *beast bond, earth tremor, entangle*
2nd level (3 slots): *hold person, spike growth*
3rd level (2 slots): *conjure animals (bats and rats only), erupting earth*

ACTIONS

Scimitar. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Change Shape (Recharges after a Short or Long Rest). The xvart magically polymorphs into a giant bat or dire rat (*Monster Manual Expanded page 299*), remaining in that form for up to 1 hour. It can revert to its true form as a bonus action. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

XVART SPEAKER

The cunning xvart speaker serves as the tribe's supreme leader and chieftain. It spends most of its time scheming, conniving, and obsessing with hoarding valuable treasure. It trusts no one, not even its advisers, and for good reason. Xvarts by nature are so greedy they can't stop themselves from scheming and finding opportunities to usurp their leader and steal.

In combat, the speaker is normally the most formidable warrior of its kind, wields a scimitar laced with poison, and uses every advantage it can find, to the point of overpreparing, to maximize success.

XVART VERMINLORD

While rats and bats are naturally attracted to xvarts, they become fanatical followers to an xvart verminlord. This xvart has a supernatural affinity with the vermin, and are able to summon them and command them to do its bidding, even if it would mean risking their lives. The verminlord normally rides a giant rat or bat as a mount.

XVART SPEAKER

Small humanoid (xvart), chaotic evil

Armor Class 16 (studded leather)
Hit Points 66 (12d6 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	14 (+2)	13 (+1)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +8
Senses darkvision 30 ft., passive Perception 13
Languages Abyssal, Common
Challenge 3 (700 XP)

Low Cunning. The xvart can take the Disengage action as a bonus action on each of its turns.

Overbearing Pack. The xvart has advantage on Strength (Athletics) checks to shove a creature if at least one of the xvart's allies is within 5 feet of the target and the ally isn't incapacitated.

Raxivort's Tongue. The xvart can communicate with ordinary bats and rats, as well as giant bats and giant rats.

ACTIONS

Multiattack. The xvart makes three attacks with its scimitar.

Scimitar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage plus 3 (1d6) poison damage.

Sling. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage.

Kick Them While They're Down. The xvart chooses up to four allies it can see within 30 feet of it that is 5 feet from a prone enemy. If the target can see and hear the xvart, the target can use its reaction to make one weapon attack against the prone enemy.

Net (Recharges after a Short or Long Rest). *Ranged Weapon Attack:* +6 to hit, range 5/15 ft., one Large or smaller target. *Hit:* The creature is restrained. As an action, the restrained creature can make a DC 15 Strength check, escaping from the net on a success. The effect ends if the net is destroyed. The net has AC 10, 5 hit points, resistance to bludgeoning damage, and immunity to poison and psychic damage.

XVART VERMINLORD

Small humanoid (xvart), chaotic evil

Armor Class 15 (hide armor)
Hit Points 45 (10d6 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	8 (-1)	12 (+1)	7 (-2)

Skills Animal Handling + 5, Stealth +5
Senses darkvision 30 ft., passive Perception 11
Languages Abyssal
Challenge 2 (450 XP)

Low Cunning. The xvart can take the Disengage action as a bonus action on each of its turns.

Overbearing Pack. The xvart has advantage on Strength (Athletics) checks to shove a creature if at least one of the xvart's allies is within 5 feet of the target and the ally isn't incapacitated.

Raxivort's Tongue. The xvart can communicate with ordinary bats and rats, as well as giant bats and giant rats.

Command Vermin. As a bonus action, the xvart targets one allied beast (bat and rat types only) it can see within 30 feet of it. If the target can see or hear the xvart, the target can use its reaction to move up to half their speed and make one melee attack.

Innate Spellcasting. The xvart's innate spellcasting ability is Wisdom. The xvart can innately cast the following spells, without providing material components:

1/day each: *beast bond, beast sense*

Summon Vermin (Recharges after a Short or Long Rest). As a bonus action, the xvart summons 3d6 rats or bats, 1d4 giant rats, 1d2 giant bats, or 1d2 dire rats (*Monster Manual Expanded page 299*). The beasts appear in unoccupied spaces within 30 feet of the xvart and acts as its allies. The beasts act right after the xvart on the same initiative count and fight until they're destroyed. They disappear when the xvart dies.

ACTIONS

Multiattack. The xvart makes two attacks with its shortsword.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Sling. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

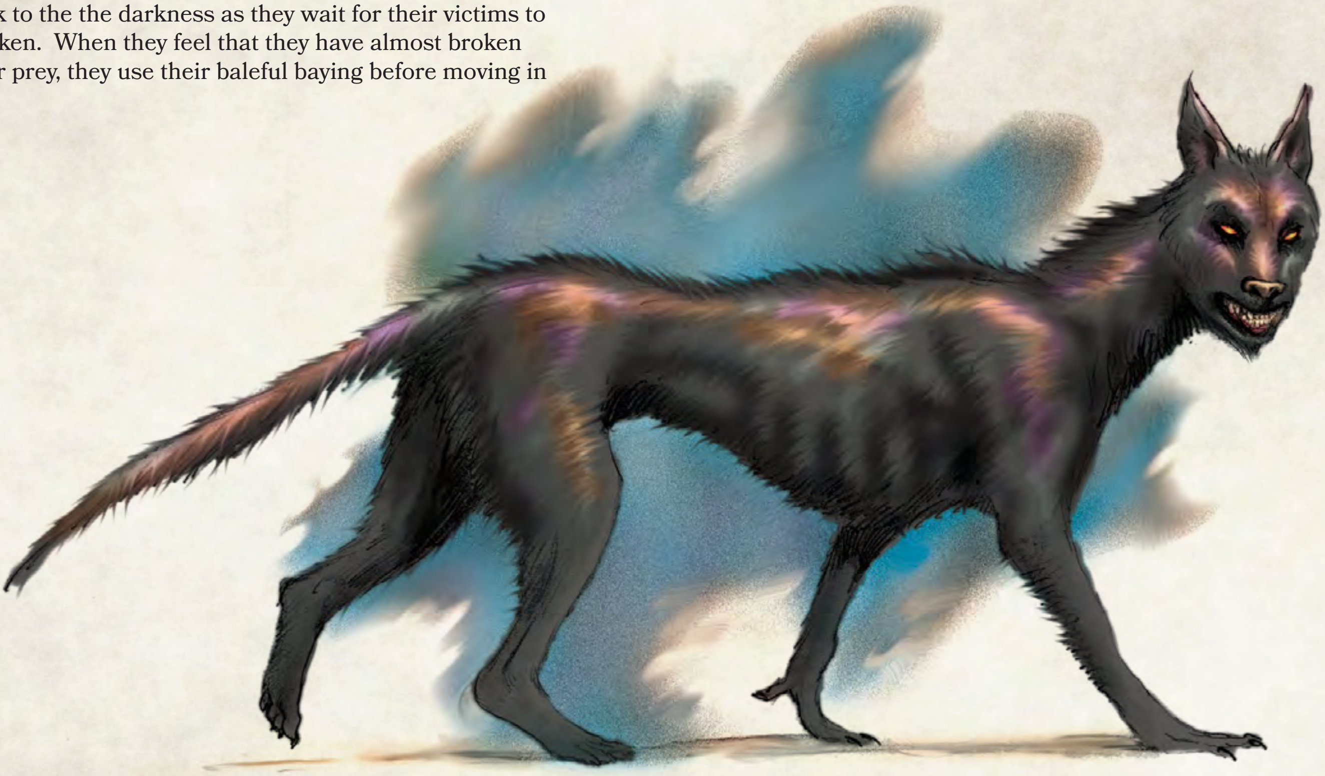
Net (Recharges after a Short or Long Rest). *Ranged Weapon Attack:* +5 to hit, range 5/15 ft., one Large or smaller target. *Hit:* The creature is restrained. As an action, the restrained creature can make a DC 15 Strength check, escaping from the net on a success. The effect ends if the net is destroyed. The net has AC 10, 5 hit points, resistance to bludgeoning damage, and immunity to poison and psychic damage.

Maneuver Vermin (Recharge 5-6). Up to three allied beasts (bat and rat types only) within 30 feet of the xvart that can hear it can each use their reaction to move up to half their speed without provoking opportunity attacks.

YETH HOUND

YETH HOUND STALKER

Stalkers are yeth hounds that have adapted to hunting using their exceptional tracking and stealth abilities. They are patient and cruel killers that employ hit and run tactics even against bigger and stronger targets. They attack with vicious bites and then retreating back to the the darkness as they wait for their victims to bleed and weaken. When they feel that they have almost broken the will of their prey, they use their baleful baying before moving in for the kill.



YETH HOUND STALKER

Large fey, neutral evil

Armor Class 15 (natural armor)
Hit Points 85 (9d10 + 36)
Speed 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	18 (+4)	6 (-2)	14 (+2)	8 (-1)

Skills Perception +5, Stealth +10, Survival +5
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Condition Immunities charmed, exhaustion, frightened
Senses darkvision 60 ft., passive Perception 15
Languages understands Common, Elvish, and Sylvan but can't speak
Challenge 6 (2,300 XP)

Keen Hearing and Smell. The yeth hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Stealthy. On each of its turns, the yeth hound can use a bonus action to take the Hide action.

Sunlight Banishment. If the yeth hound starts its turn in sunlight, it is transported to the Ethereal Plane. While sunlight shines on the spot from which it vanished, the hound must remain in the Deep Ethereal. After sunset, it returns to the Border Ethereal at the same spot, whereupon it typically sets out to find its pack or its master. The hound is visible on the Material Plane while it is in the Border Ethereal, and vice versa, but it can't affect or be affected by anything on the other plane. Once it is adjacent to its master or a pack mate that is on the Material Plane, a yeth hound in the Border Ethereal can return to the Material Plane as an action.

Telepathic Bond. While the yeth hound is on the same plane of existence as its master, it can magically convey what it senses to its master, and the two can communicate telepathically with each other.

Slay Foe (1/Turn). The yeth hound deals an extra 9 (2d8) damage with its weapon attack if it hits a creature that doesn't have all its hit points.

ACTIONS

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) piercing damage, plus 17 (5d6) psychic damage if the target is frightened.

Baleful Baying. The yeth hound bays magically. Every enemy within 300 feet of the hound that can hear it must succeed on a DC 15 Wisdom saving throw or be frightened until the end of the hound's next turn or until the hound is incapacitated. A frightened target that starts its turn within 30 feet of the hound must use all its movement on that turn to get as far from the hound as possible, must finish the move before taking an action, and must take the most direct route, even if hazards lie that way. A target that successfully saves is immune to the baying of all yeth hounds for the next 24 hours.

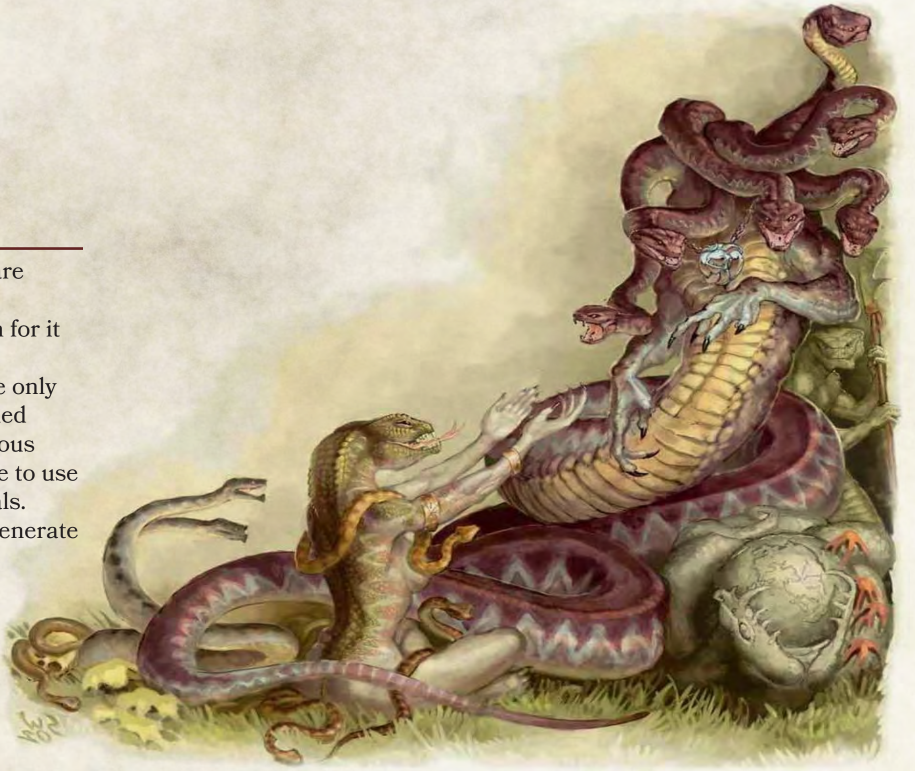
Yuan-Ti

Yuan-ti Anathema Ascendant

The most powerful of its twisted kind, the ascendant is a rare anathema that has gained vast amounts of power through sacrifices, rituals, and combat – power it believes is enough for it to be a demigod.

While most anathema live outside yuan-ti colonies and are only sought out by fanatical worshipers, ascendants are welcomed in fear and reverence as a leader and as a deity. These devious beings are still on the path to godhood, and will not hesitate to use its worshipers as fodder in battle or as sacrifices in its rituals.

Ascendants have also gained near-immortality, able to regenerate lost limbs and heal wounds in a matter of minutes.



Yuan-ti Anathema Ascendant

Huge monstrosity (shapechanger, yuan-ti), neutral evil

Armor Class 17(natural armor)
Hit Points 230 (20d12 + 100)
Speed 40 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	20 (+5)	20 (+5)	18 (+4)	21 (+5)

Skills Perception +9, History +10, Stealth +7
Damage Resistances acid, fire, lightning
Damage Immunities poison
Condition Immunities poisoned
Senses blindight 30 ft., darkvision 60 ft., passive Perception 19
Languages Abyssal, Common, Draconic
Challenge 16 (15,000 XP)

Innate Spellcasting (Anathema ascendant Form Only). The anathema's innate spellcasting ability is Charisma (spell save DC 18). It can innately cast the following spells, requiring no material components:

At will: *animal friendship* (snakes only)
3/day each: *darkness, entangle, fear, haste, suggestion, polymorph*
1/day: *Abi-Dalzim's horrid wilting, divine word, unholy aura* (see Appendix C. New Spells)

Magic Resistance. The anathema has advantage on saving throws against spells and other magical effects.

Ophidiophobia Aura. Any creature of the anathema's choice, other than a snake or a yuan-ti, that starts its turn within 30 feet of the anathema and can see or hear it must succeed on a DC 18 Wisdom saving throw or become frightened of snakes and yuan-ti. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this aura for the next 24 hours.

Regeneration. The anathema regains 10 hit points at the start of its turn if it has at least 1 hit point. If the anathema takes radiant damage, this trait doesn't function at the start of the anathema's next turn. The anathema is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

Shapechanger. The anathema can use its action to polymorph into a Huge anathema constrictor snake, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed.

Six Heads. The anathema has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

Actions

Multiattack (Anathema ascendant Form Only). The anathema makes two claw attacks, one constrict attack, and one Flurry of Bites attack.

Claw (Anathema ascendant Form Only). *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Constrict. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one Large or smaller creature. Hit: 17 (3d6 + 7) bludgeoning damage plus 7 (2d6) acid damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained and takes 17 (3d6 + 7) bludgeoning damage plus 7 (2d6) acid damage at the start of each of its turns, and the anathema can't constrict another target.

Flurry of Bites. Melee Weapon Attack: +12 to hit, reach 10 ft., one creature. Hit: 28 (6d6 + 7) piercing damage plus 14 (4d6) poison damage.

Legendary Actions

The anathema can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The anathema regains spent legendary actions at the start of its turn.

Move. The anathema moves up to half its speed.
Claw. The anathema makes a claw attack.
Constrict (Costs 2 Actions). The anathema makes a constrict attack.
Cast a Spell (Costs 3 Actions). The anathema casts a spell from its list of innate spells, using a spell slot as normal.
Command Yuan-ti (Costs 3 Actions). The anathema chooses up to three allied yuan-ti it can see within 60 feet of it. If the target can see and hear the anathema, the target can move up to half its speed and make one weapon attack as a reaction.

Yuan-ti Arcane Archer

Arcane archers are yuan-ti that have learned to imbue their ranged weapons with magic, after extracting it from tortured elven prisoners. They enhance their arrows with arcane force and shadow powers to pummel and blind enemies in battle.

Yuan-ti Arcane Archer

Medium monstrosity (shapechanger, yuan-ti), neutral evil

Armor Class 16 (natural armor)
Hit Points 71 (13d8 + 13)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	13 (+1)	14 (+2)	13 (+1)	14 (+2)

Skills Deception +5, Stealth +7
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 11
Languages Abyssal, Common, Draconic
Challenge 5 (1,800 XP)

Shapechanger. The yuan-ti can use its action to polymorph into a Medium snake, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It doesn't change form if it dies.

Arcane Shot (2/Day). As a bonus action, when the yuan-ti hits a target with a ranged weapon attack, it can choose one from the following three effects:

1. *Bursting Arrow.* The target and all other creatures within 10 feet of it take an extra 7 (2d6) force damage each.
2. *Shadow Arrow.* If the target is a creature, it takes an extra 7 (2d6) psychic damage and the creature must succeed on a DC 13 Wisdom saving throw or be unable to see anything farther than 5 feet away until the start of the yuan-ti's next turn.

Innate Spellcasting (Yuan-Ti Form Only). The yuan-ti's innate spellcasting ability is Charisma (spell save DC 13). The yuan-ti can innately cast the following spells, without providing material components:

At will: *animal friendship* (snakes only), *druidcraft*
3/day: *suggestion*

Magic Resistance. The yuan-ti has advantage on saving throws against spells and other magical effects.

Magic Ranged Weapons. The yuan-ti's ranged weapon attacks are magical.

Actions

Multiattack (Yuan-Ti Form Only). The yuan-ti makes three ranged attacks or two melee attacks, but can constrict only once.

Bite (Snake Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 6 (1d4 + 4) piercing damage plus 7 (2d6) poison damage.

Constrict. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target *Hit:* 9 (2d6 + 2) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the yuan-ti can't constrict another target.

Scimitar (Yuan-ti Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

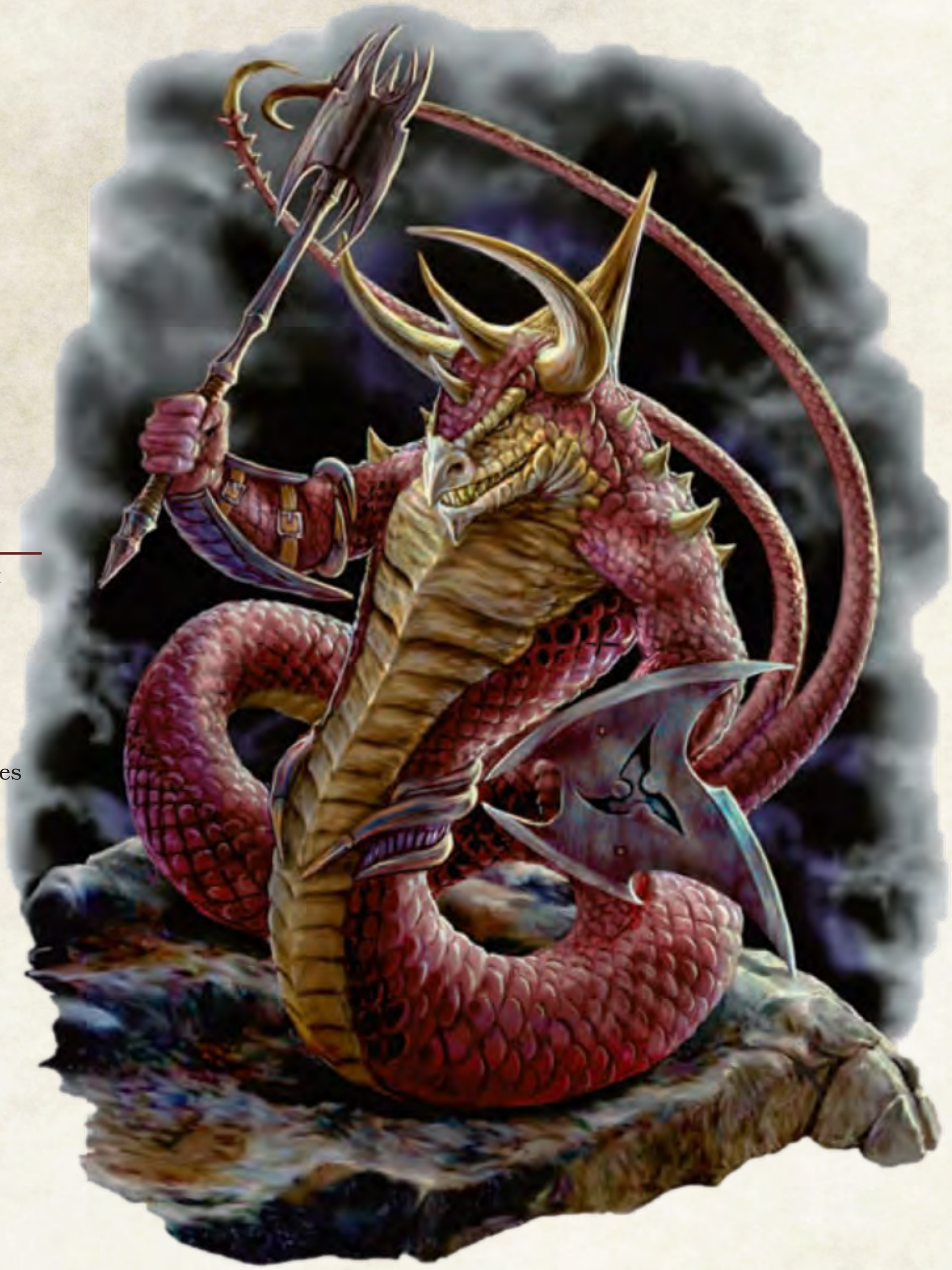
Longbow (Yuan-ti Form Only). *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 7 (2d6) poison damage.

Yuan-ti Ignan

An ignan is a rare fire-based subtype of yuan-ti that can be found in hot climates and volcanoes.

In combat, the brutish ignan prefers to fight with its melee attacks, gleefully crushing enemies with its mace, horns, and constricting tail. But when outnumbered, an ignan will not hesitate to use its fireball spell.

The yuan-ti often use ignan as guardians in temples and treasure vaults.



Yuan-ti Ignan

Large monstrosity (yuan-ti), chaotic evil

Armor Class 16 (natural armor, shield)
Hit Points 90 (12d10 + 24)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	11 (+0)	14 (+2)	16 (+3)

Skills Athletics +7, Stealth +5
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 12
Languages Abyssal, Common, Draconic
Challenge 6 (2,300 XP)

Charge. If the yuan-ti moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 10 (3d6) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Innate Spellcasting (Yuan-Ti Form Only). The yuan-ti's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The yuan-ti can innately cast the following spells, without providing material components:

At will: *animal friendship* (snakes only), *fire bolt* (2d10 damage)
1/day: *fireball*

Magic Resistance. The yuan-ti has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The yuan-ti makes three attacks, but can use its gore and constrict attacks only once each.

Gore. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) percing damage plus 3 (1d6) fire damage.

Mace. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 3 (1d6) fire damage.

Constrict. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target *Hit:* 11 (2d6 + 4) bludgeoning damage plus 3 (1d6) fire damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the yuan-ti can't constrict another target.

YUAN-TI MAGESLAYER

Yuan-ti mageslayers are trained to fight and counter enemy spellcasters. They can anticipate and read spellcaster actions, such as somatic movement, and can strike them to break their concentration.

A yuan-ti war party or set of guards will always have at least one mageslayer with them.

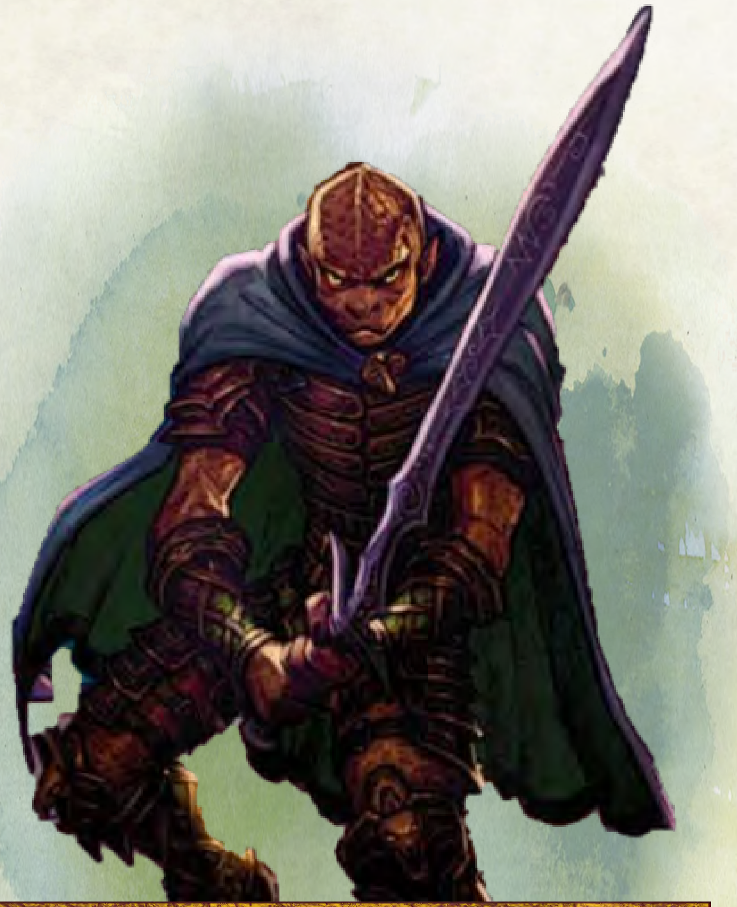
YUAN-TI SPY

Yuan-ti spies take the form of their enemies and entrench themselves within enemy territory. Aside from gathering intel, they are sometimes employed to assassinate key targets. In such missions, they always employ poison, sneaking it in the food and drink that the target will ingest.

They always avoid combat, and will only fight if escape is not an option.

YUAN-TI TEMPLAR

Templars are the unholy warrior priests of Sseth. These armored yuan-ti carry a morning star and a long bow into battle, while wielding divine spells to tip the battle in their favor. Able melee combatants, templars can rush in to battle with an incredibly accurate guided strike – which it often uses against heavily armored or very agile opponents.



YUAN-TI MAGESLAYER

Medium monstrosity (shapechanger, yuan-ti), neutral evil

Armor Class 14 (studded leather)
Hit Points 117 (18d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	14 (+2)	12 (+1)	17 (+3)

Skills Arcana +5, Deception +6, Stealth +5
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 11
Languages Abyssal, Common, Draconic
Challenge 5 (1,800 XP)

Shapechanger. The yuan-ti can use its action to polymorph into a Medium snake, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It doesn't change form if it dies.

Innate Spellcasting (Yuan-Ti Form Only). The yuan-ti's innate spellcasting ability is Charisma (spell save DC 14). The yuan-ti can innately cast the following spells, without providing material components:

At will: *animal friendship* (snakes only)
3/day: *suggestion*

Magic Resistance. The yuan-ti has advantage on saving throws against spells and other magical effects.

Spellcasting. The yuan-ti is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14). It has the following sorcerer spells prepared:

Cantrips (at will): *mage hand, minor illusion, poison spray, true strike*
1st level (4 slots): *absorb elements, detect magic, shield*
2nd level (3 slots): *mind spike, see invisibility*
3rd level (3 slots): *counterspell, dispel magic*

Sorcery Points. The yuan-ti has 6 sorcery points. It can spend 1 or more sorcery points to gain one of the following benefits:

Quickened Spell: When the yuan-ti casts a spell that has a casting time of 1 action, the yuan-ti can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Subtle Spell: When the yuan-ti casts a spell, it can spend 1 sorcery point to cast it without any somatic or verbal components.

ACTIONS

Multiattack (Yuan-Ti Form Only). The yuan-ti makes two ranged attacks or two melee attacks, but can constrict only once.

Bite (Snake Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit: 5* (1d4 + 3) piercing damage plus 7 (2d6) poison damage and the creature has disadvantage on the saving throw it makes to maintain its concentration.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target *Hit:* 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 16) and if it is a creature, it has disadvantage on the saving throw it makes to maintain its concentration. Until this grapple ends, the target is restrained, and the yuan-ti can't constrict another target.

Longsword (Yuan-ti Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands, and the creature has disadvantage on the saving throw it makes to maintain its concentration.

Longbow (Yuan-ti Form Only). *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 7 (2d6) poison damage and the creature has disadvantage on the saving throw it makes to maintain its concentration.

REACTIONS

Mage Strike. When a creature within 5 feet of the yuan-ti casts a spell, the yuan-ti can make a melee weapon attack against that creature.

Yuan-ti Spy

Medium monstrosity (shapechanger, yuan-ti), neutral evil

Armor Class 14 (leather armor)
Hit Points 49 (11d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	11 (+0)	13 (+1)	12 (+1)	14 (+2)

Skills Deception +6, Stealth +7
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 11
Languages Abyssal, Common, Draconic
Challenge 3 (700 XP)

Cunning Action. On each of its turns, the yuan-ti can use a bonus action to take the Dash, Disengage, or Hide action.

Innate Spellcasting. The yuan-ti's innate spellcasting ability is Charisma (spell save DC 12). The yuan-ti can innately cast the following spells, without providing material components:

At will: *animal friendship* (snakes only)
3/day: *poison spray, suggestion*

Magic Resistance. The yuan-ti has advantage on saving throws against spells and other magical effects.

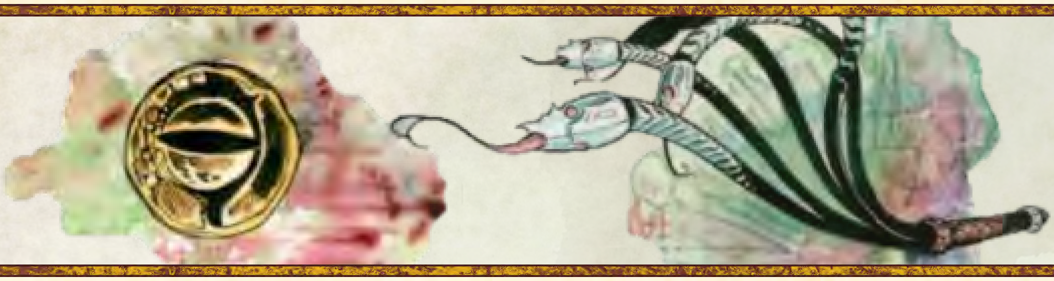
Sneak Attack (1/Turn). The yuan-ti deals an extra 7 (2d6) damage when the yuan-ti hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the yuan-ti that isn't incapacitated and the yuan-ti doesn't have disadvantage on the attack roll.

Actions

Multiattack (Yuan-Ti Form Only). The yuan-ti makes two melee attacks.

Shortsword (Yuan-ti Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Hand Crossbow (Yuan-ti Form Only). *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 7 (2d6) poison damage.



Yuan-ti Templar

Medium monstrosity (shapechanger, yuan-ti), neutral evil

Armor Class 16 (natural armor, shield)
Hit Points 93 (17d8 + 17)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	12 (+1)	16 (+3)	16 (+3)

Skills Deception +6, Stealth +5
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 13
Languages Abyssal, Common, Draconic
Challenge 5 (1,800 XP)

Shapechanger. The yuan-ti can use its action to polymorph into a Medium snake, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It doesn't change form if it dies.

Innate Spellcasting (Yuan-Ti Form Only). The yuan-ti's innate spellcasting ability is Charisma (spell save DC 14). The yuan-ti can innately cast the following spells, without providing material components:

At will: *animal friendship* (snakes only)
3/day: *suggestion*

Magic Resistance. The yuan-ti has advantage on saving throws against spells and other magical effects.

Spellcasting. The yuan-ti is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *guidance, sacred flame, thaumaturgy, toll the dead*
1st level (4 slots): *bane, command, divine favor, guiding bolt, healing word, shield of faith*
2nd level (3 slots): *hold person, magic weapon, silence, spiritual weapon*
3rd level (2 slots): *bestow curse, crusader's mantle, spirit guardians*

Actions

Multiattack (Yuan-Ti Form Only). The yuan-ti makes two ranged attacks or two melee attacks, but can constrict only once.

Bite (Snake Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit: 5* (1d4 + 3) piercing damage plus 7 (2d6) poison damage.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target *Hit:* 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the yuan-ti can't constrict another target.

Morningstar (Yuan-ti Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Longbow (Yuan-ti Form Only). *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 7 (2d6) poison damage.

Reactions

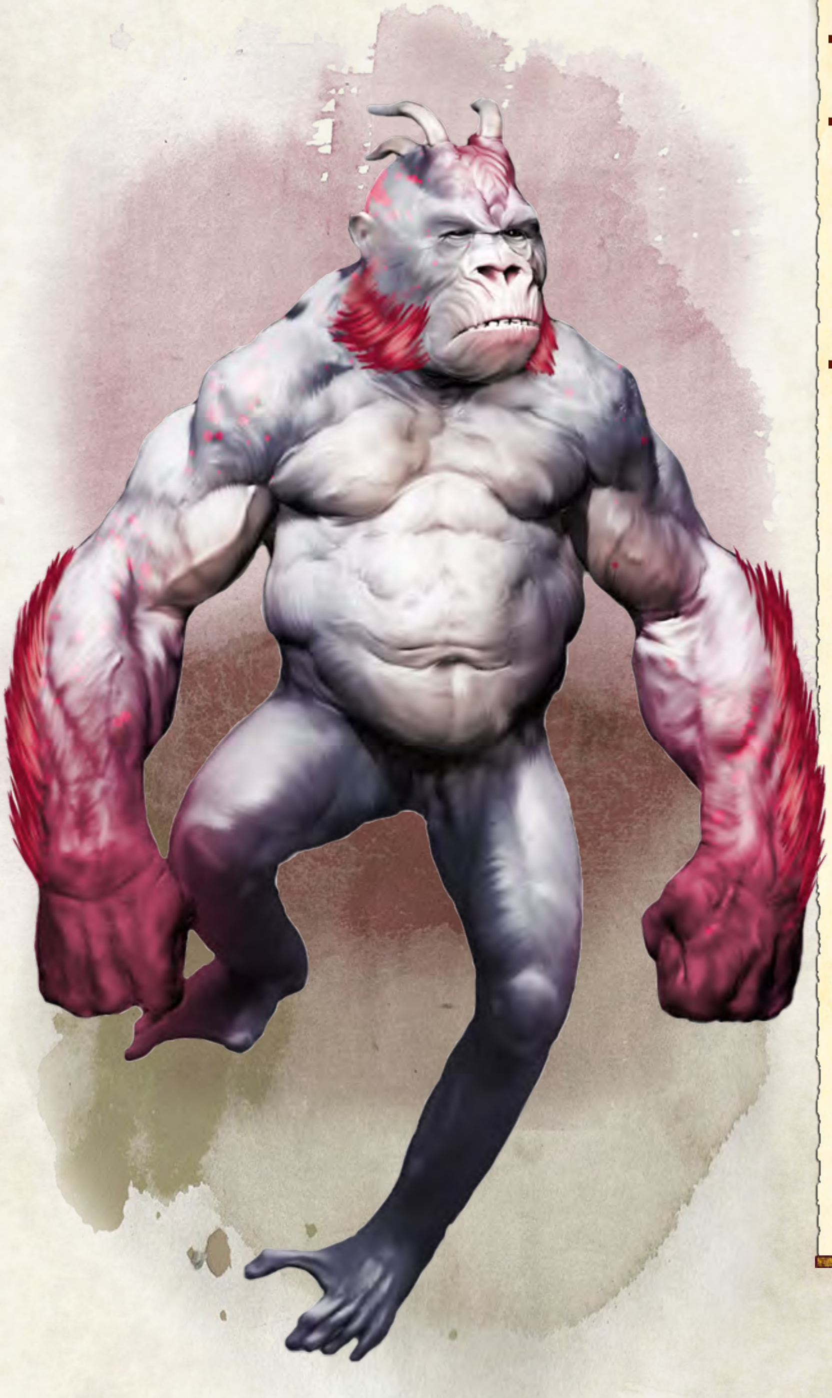
Guided Strike (Recharges after a Short or Long Rest). The yuan -ti grants a + 10 bonus to an attack roll made by itself or another creature within 30 feet of it. The yuan -ti can make this choice after the roll is made but before it hits or misses.

YUGOLOTHS, GUARDIAN

GUARDIAN YUGULOTHS

Guardian yugoloths are mercenary yugoloths that specialize in defense and protection. They have unnaturally alert senses and are quick to punish any who may attack their wards. They are normally hired by other fiends as bodyguards or guards, but they can also be summoned by evil priests and wizards who are in need of their services.

Guardian yugoloths come in different forms and appearances, but the three most common ones are featured in here: the gorsuloth, ranaeloth, and the ursaloth.



GORSULOTH

The gorsuloth looks like a 10-foot tall gorilla with dull black fur, curving horns sprouting from its head, pointed ears, fanged maw and over-sized forearms.

The gorsuloth can leap to close the distance between enemies and can exhale deadly, noxious vapors when outnumbered.

GORSULOTH

Medium fiend (yugoloth), neutral evil

Armor Class 16 (natural armor)
Hit Points 60 (8d8 + 24)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	17 (+3)	7 (-2)	15 (+2)	9 (-1)

Skills Athletics +7, Perception +5
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities acid, poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 60 ft., passive Perception 15
Languages Abyssal, Infernal, telepathy 60 ft.
Challenge 5 (1,800 XP)

Alert. The gorsuloth has advantage on Initiative rolls and Wisdom (Perception) checks and can't be surprised while it is conscious.

Magic Resistance. The gorsuloth has advantage on saving throws against spells and other magical effects.

Magic Weapons. The gorsuloth's weapon attacks are magical.

Running Leap. The gorsuloth's long jump is up to 30 feet and its high jump is up to 10 feet when it has a running start.

ACTIONS

Multiattack. The gorsuloth makes three attacks: one with its bite and two with its fists. If both fist attacks hit a Medium or smaller creature, the target must succeed on a DC 15 Constitution saving throw or be knocked prone and stunned until the end of its next turn.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) piercing damage.

Fist. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +7 to hit, range 25/50 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Baleful Breath (Recharge 5-6). The gorsuloth exhales pestilent gas in a 20-foot cube. Each creature in that area must succeed on a DC 14 Constitution saving throw, taking 24 (7d6) necrotic damage on a failed save, or half as much damage on a successful one.

REACTIONS

Guardian Strike: If an enemy within 5 feet of the gorsuloth attacks a target other than the gorsuloth, that enemy provokes an opportunity attack from the gorsuloth.

RANAELOTH

Medium fiend (yugoloth), neutral evil

Armor Class 15 (natural armor)
Hit Points 45 (6d8 + 18)
Speed 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	7 (-2)	14 (+2)	9 (-1)

Skills Athletics +5, Perception +4
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities acid, poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 60 ft., passive Perception 14
Languages Abyssal, Infernal, telepathy 60 ft.
Challenge 3 (700 XP)

Alert. The ranaeloth has advantage on Initiative rolls and Wisdom (Perception) checks and can't be surprised while it is conscious.

Magic Resistance. The ranaeloth has advantage on saving throws against spells and other magical effects.

Magic Weapons. The ranaeloth's weapon attacks are magical.

Standing Leap. The ranaeloth's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

ACTIONS

Multiattack. The ranaeloth makes three attacks: one with its bite or tongue and two with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit: 6* (1d6 + 3) piercing damage plus 7 (2d6) poison damage, and the target is grappled (escape DC 13) if it is a Medium or smaller creature. Until this grapple ends, the target is restrained, and the ranaeloth can't use its bite attack or tongue attack on another target.

Tongue. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one creature. *Hit:* 7 (2d6) poison damage, and the target must make a DC 13 Strength saving throw. On a failed save, the target is pulled to a space within 5 feet of the ranaeloth, which can use a bonus action to make a bite attack against the target.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Poison Breath (Recharge 5-6). The ranaeloth exhales poisonous gas in a 15-foot cone. Each creature in that area must succeed on a DC 13 Constitution saving throw, taking 17 (5d6) poison damage on a failed save, or half as much on a successful one.

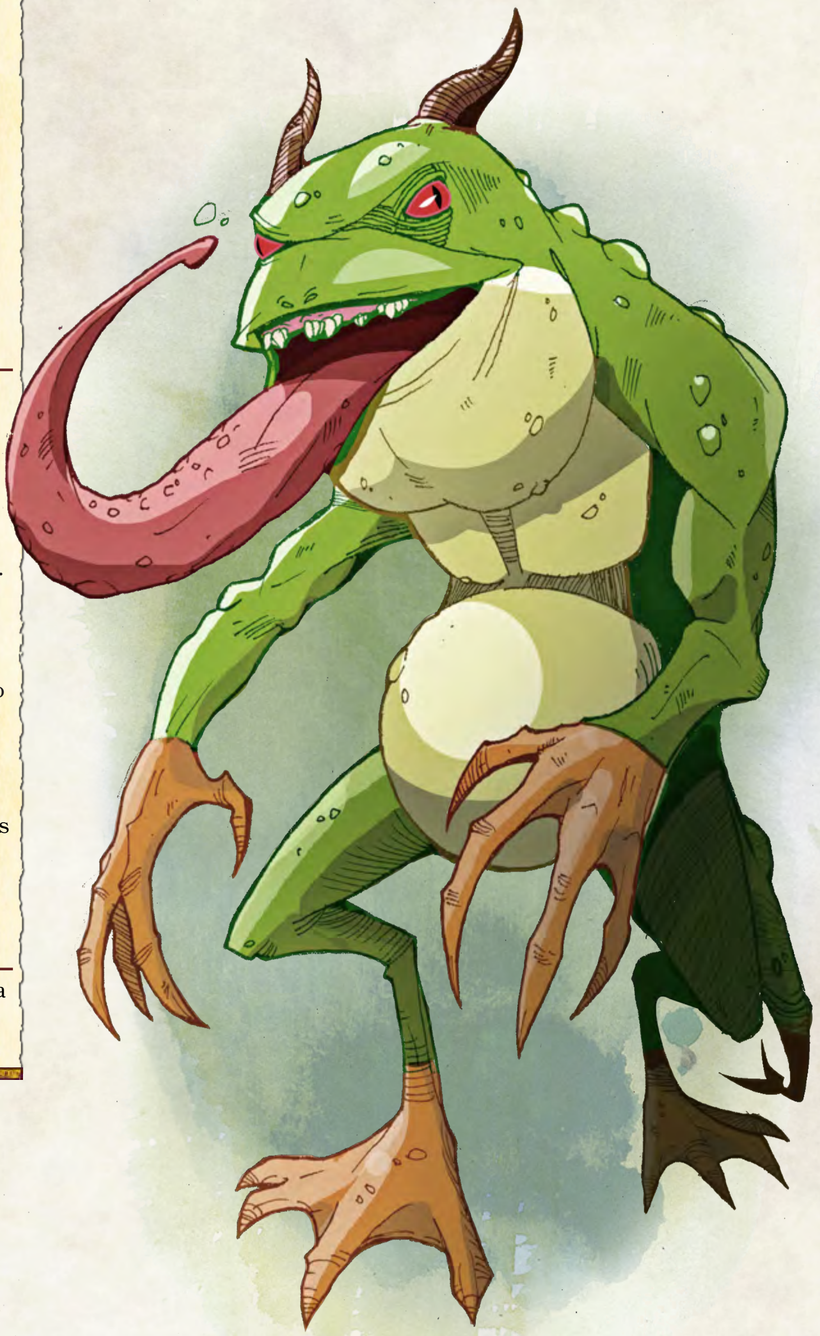
REACTIONS

Guardian Strike: If an enemy within 5 feet of the ranaeloth attacks a target other than the ranaeloth, that enemy provokes an opportunity attack from the ranaeloth.

RANAELOTH

A ranaeloth is the least powerful of its kind. It resembles a spindly, 7-foot tall upright frog with warty greenish-brown leathery hide, horns on its head, fanged maw, and clawed limbs.

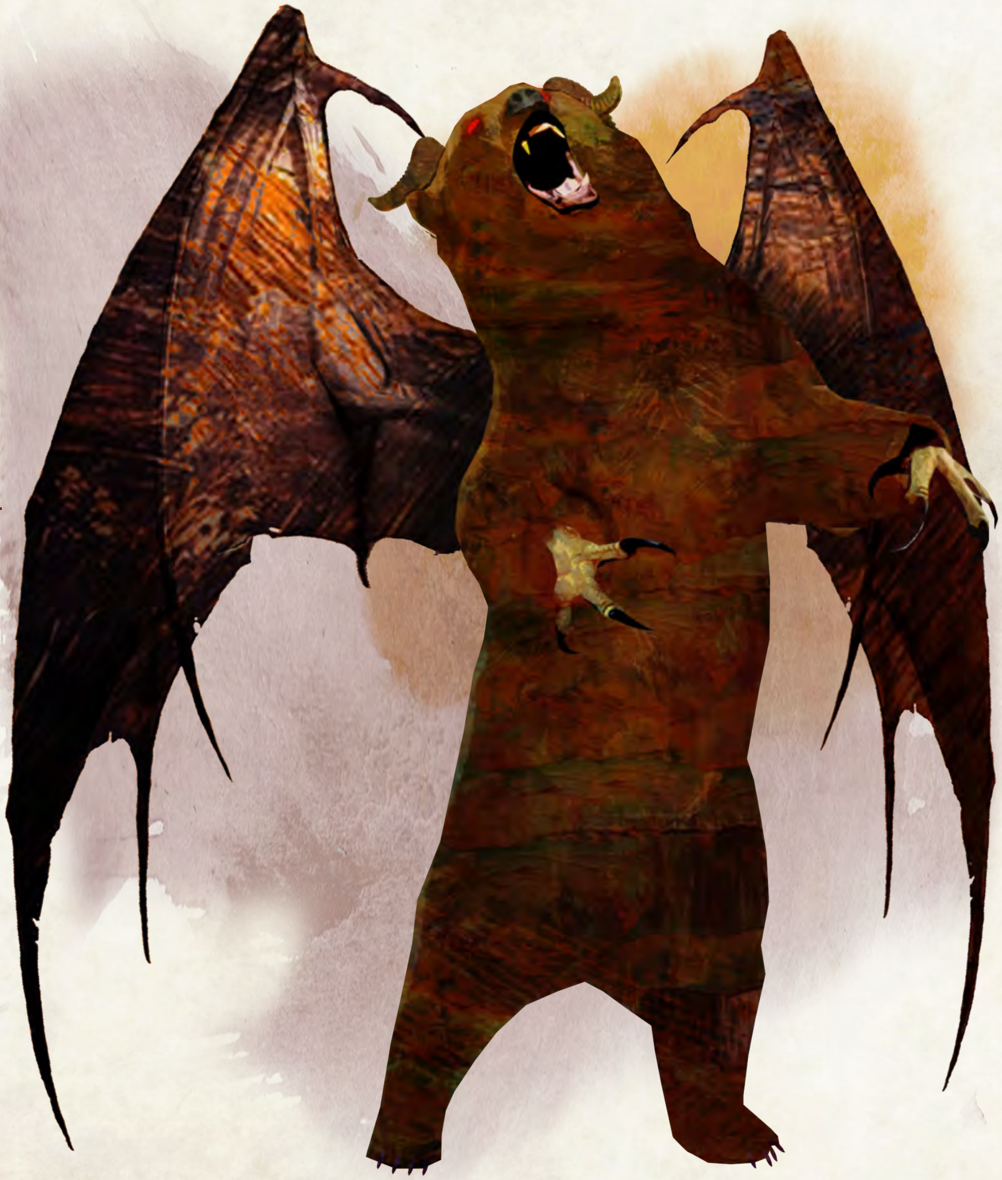
In combat, a ranaeloth attacks with bites and sharp claws and can also use its prehensile tongue to grab and reel foes in. In addition, they have a poisonous breath weapon which it uses against large groups of foes.



URSALOTH

Ursaloths are the most powerful of guardian yugoloths. These vicious yugoloths look like a 12-foot tall bipedal bear with bat-like wings sprouting from their backs and terrible eagle-like talons for hands.

In combat, they prefer to tear their opponents to shreds with their bites and talons. If facing challenging opponents, they can use their devastating fire breath. In addition to these abilities, they are able to employ spells that can snuff light, confuse opponents, and dispel enemy magic. This kind of versatility and power makes the ursaloths highly sought after, and are very expensive guardians to acquire.



URSALOTH

Large fiend (yugoloth), neutral evil

Armor Class 17 (natural armor)
Hit Points 95 (10d10 + 40)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	19 (+4)	7 (-2)	16 (+3)	15 (+2)

Skills Athletics +8, Perception +6
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities acid, poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 60 ft., passive Perception 16
Languages Abyssal, Infernal, telepathy 60 ft.
Challenge 8 (3,900 XP)

Alert. The ursaloth has advantage on Initiative rolls and Wisdom (Perception) checks and can't be surprised while it is conscious.

Magic Resistance. The ursaloth has advantage on saving throws against spells and other magical effects.

Magic Weapons. The ursaloth's weapon attacks are magical.

Innate Spellcasting. The ursaloth's innate spellcasting ability is Wisdom (spell save DC 14). The ursaloth can innately cast the following spells, without providing material components:

At will: *darkness, suggestion*
2/day: *dispel magic*

ACTIONS

Multiattack. The ursaloth makes three attacks: one with its bite and two with its talons. If both claw attacks hit a Large or smaller creature, the target must succeed on a DC 15 Strength saving throw or take an extra 12 (2d6 + 5) slashing damage and be knocked prone.

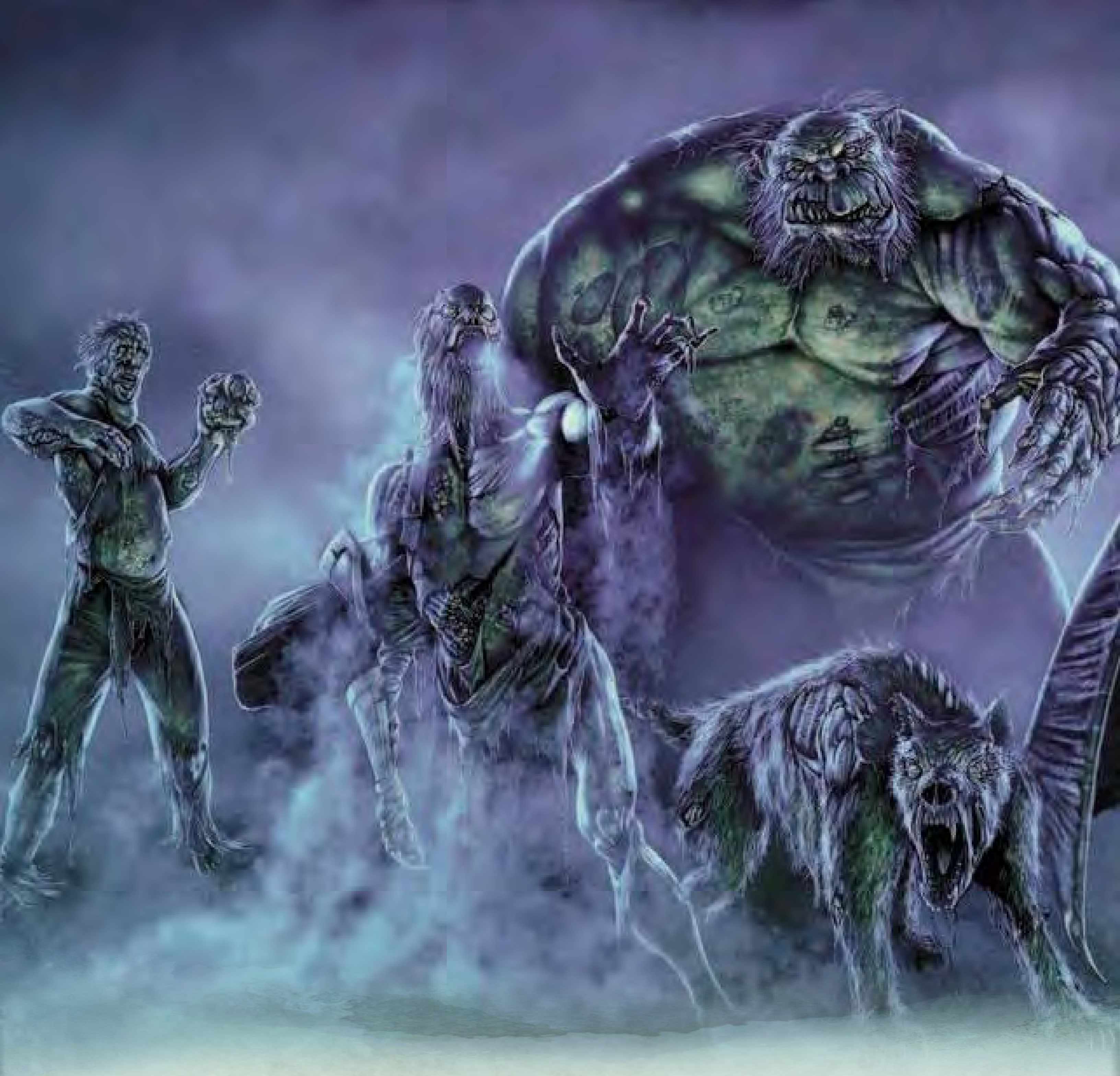
Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 9 (1d8 + 5) piercing damage.

Talon. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Fire Breath (Recharge 5-6). The ursaloth exhales fire in a 30-foot cone. Each creature in that area must succeed on a DC 15 Dexterity saving throw, taking 40 (9d8) fire damage on a failed save, or half as much damage on a successful one.

REACTIONS

Guardian Strike: If an enemy within 5 feet of the ursaloth attacks a target other than the ursaloth, that enemy provokes an opportunity attack from the ursaloth.



ZOMBIES

Undead Nature. Zombies doesn't require air, food, drink, or sleep.

Presented in this section are various zombie types of standard creatures.

Bugbear Zombie

Medium undead, neutral evil

Armor Class 11 (hide armor)
Hit Points 32 (5d8 + 10)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	3 (-4)	7 (-2)	5 (-3)

Saving Throws Wis +0
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages understands Common, Goblin but can't speak
Challenge 1 (200 XP)

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage.

Morningstar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

Reactions

Sudden Lunge. If an enemy moves within 10 feet of the zombie, roll a d20. If the roll is 11 or higher, the zombie moves up to 5 feet toward the enemy. If the zombie ends within 5 feet of the target, the zombie can make one melee weapon attack against it.

Bullywug Zombie

Medium undead, neutral evil

Armor Class 11 (hide armor)
Hit Points 13 (2d8 + 4)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	8 (-1)	15 (+2)	3 (-4)	6 (-2)	3 (-4)

Saving Throws Wis +0
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages understands Bullywug but can't speak
Challenge 1/4 (50 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Spear. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Reactions

Sudden Lunge. If an enemy moves within 10 feet of the zombie, roll a d20. If the roll is 11 or higher, the zombie moves up to 5 feet toward the enemy. If the zombie ends within 5 feet of the target, the zombie can make one melee weapon attack against it.

Carrion Crawler Zombie

Large undead, neutral evil

Armor Class 10 (natural armor)
Hit Points 57 (6d10 + 24)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	7 (-2)	18 (+4)	1 (-5)	8 (-1)	1 (-5)

Saving Throws Wis +1
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 9
Languages —
Challenge 2 (450 XP)

Keen Smell. The zombie has advantage on Wisdom (Perception) checks that rely on smell.

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Spider Climb. The zombie can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

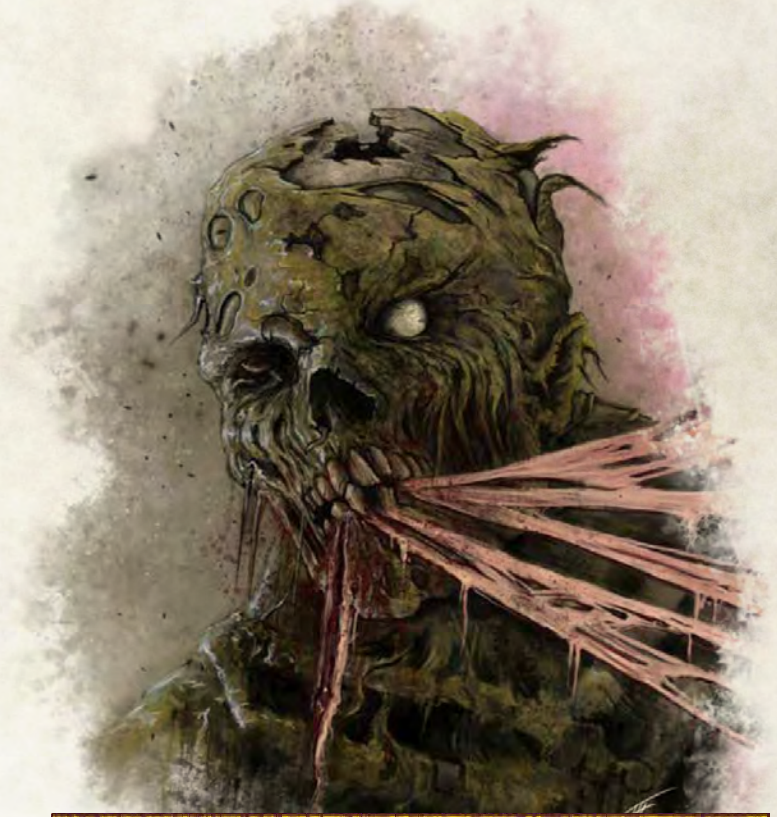
Tentacles. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one creature. *Hit:* 4 (1d4 + 2) poison damage, and the target must succeed on a DC 14 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed.

The target can repeat the saving throw at the end of each of its turns, ending the poison on itself on a success.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage.

Reactions

Sudden Lunge. If an enemy moves within 15 feet of the zombie, roll a d20. If the roll is 11 or higher, the zombie moves up to 5 feet toward the enemy. If the zombie ends within 10 feet of the target, the zombie can make one attack at it with its tentacles.



Cyclops Zombie

Huge undead, neutral evil

Armor Class 12 (natural armor)
Hit Points 150 (12d12 + 72)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	6 (-2)	22 (+6)	3 (-4)	5 (-3)	6 (-2)

Saving Throws Wis +0
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 7
Languages understands Giant but can't speak
Challenge 5 (1,800 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Greatclub. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Chimera Zombie

Large undead, neutral evil

Armor Class 12 (natural armor)
Hit Points 126 (12d10 + 60)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	6 (-2)	21 (+5)	3 (-4)	10 (+0)	6 (-2)

Saving Throws Wis +3
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands Draconic but can't speak
Challenge 5 (1,800 XP)

Three-Headed. The zombie has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Multiattack. The zombie makes two attacks: one with its bite or horns, and one with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) percing damage.

Horns. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 11 (1d12 + 5) bludgeoning damage.

Claws. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+ 5) slashing damage.

Baleful Breath (Recharge 5-6). The zombie exhales pestilent gas in a 15-foot cone. Each creature in that area must make a DC 16 Constitution saving throw, taking 22 (5d8) necrotic damage on a failed save, or half as much damage on a successful one.

Ettin Zombie

Large undead, neutral evil

Armor Class 11 (natural armor)
Hit Points 95 (10d10 + 40)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	6 (-2)	19 (+4)	3 (-4)	6 (-2)	4 (-3)

Saving Throws Wis +0
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages understands Giant but can't speak
Challenge 4 (1,100 XP)

Two Heads. The zombie has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Multiattack. The zombie makes two attacks: one with its battleaxe and one with its morningstar.

Battleaxe. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage.

Morningstar. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage.

ADULT DRAGON ZOMBIE

Huge undead, neutral evil

Armor Class 17 (natural armor)
Hit Points 243 (18d12 + 126)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	6 (-2)	25 (+7)	10 (+0)	11 (+0)	15 (+2)

Saving Throws Wis +4
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 10
Languages understands Common, Draconic but can't speak
Challenge 12 (8,400 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

ACTIONS

Multiattack. The zombie can use its Frightful Presence. It then makes two attacks: one with its bite or tail, and once with its claw.

Bite. *Melee Weapon Attack*: +12 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

Claw. *Melee Weapon Attack*: +12 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack*: +12 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the zombie's choice that is within 120 feet of the zombie and aware of it must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the zombie's Frightful Presence for the next 24 hours.

Baleful Breath (Recharge 5-6). The zombie exhales pestilent gas in a 60-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 44 (8d10) necrotic damage on a failed save, or half as much damage on a successful one.

ANCIENT DRAGON ZOMBIE

Gargantuan undead, neutral evil

Armor Class 20 (natural armor)
Hit Points 507 (26d20 + 234)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	6 (-2)	28 (+9)	12 (+1)	13 (+1)	17 (+3)

Saving Throws Wis +7
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 11
Languages understands Common, Draconic but can't speak
Challenge 19 (22,000 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

ACTIONS

Multiattack. The zombie can use its Frightful Presence. It then makes two attacks: one with its bite or tail, and one with its claw.

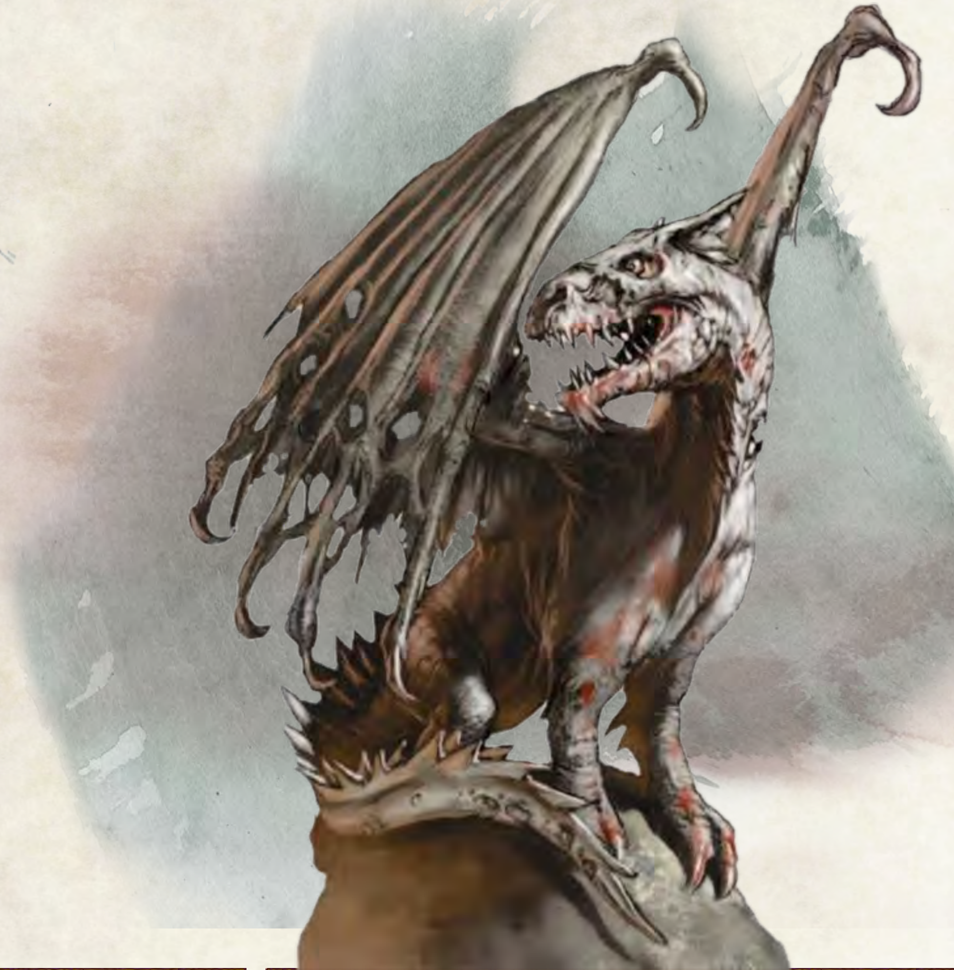
Bite. *Melee Weapon Attack*: +16 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage.

Claw. *Melee Weapon Attack*: +16 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack*: +16 to hit, reach 20 ft., one target. *Hit:* 19 (2d8 + 10) bludgeoning damage.

Frightful Presence. Each creature of the zombie's choice that is within 120 feet of the zombie and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the zombie's Frightful Presence for the next 24 hours.

Baleful Breath (Recharge 5-6). The zombie exhales pestilent gas in a 60-foot cone. Each creature in that area must make a DC 23 Constitution saving throw, taking 66 (12d10) necrotic damage on a failed save, or half as much damage on a successful one.



Juvenile Dragon Zombie

Large undead, neutral evil

Armor Class 15 (natural armor)
Hit Points 102 (12d10 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	17 (+3)	7 (-2)	8 (-1)	12 (+1)

Saving Throws Wis +1
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 9
Languages understands Common, Draconic but can't speak
Challenge 4 (1,100 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Multiattack. The zombie makes two attacks: one with its bite and one with its claw.

Bite. *Melee Weapon Attack*: +6 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Claw. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Baleful Breath (Recharge 5-6). The zombie exhales pestilent gas in a 30-foot cone. Each creature in that area must make a DC 13 Constitution saving throw, taking 27 (5d10) necrotic damage on a failed save, or half as much damage on a successful one.

Young Dragon Zombie

Large undead, neutral evil

Armor Class 16 (natural armor)
Hit Points 168 (16d10 + 80)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	6 (-2)	21 (+5)	8 (-1)	9 (-1)	13 (+1)

Saving Throws Wis +2
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 9
Languages understands Common, Draconic but can't speak
Challenge 7 (2,900 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Multiattack. The zombie makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack*: +9 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Claw. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Baleful Breath (Recharge 5-6). The zombie exhales pestilent gas in a 30-foot cone. Each creature in that area must make a DC 16 Constitution saving throw, taking 33 (6d10) necrotic damage on a failed save, or half as much damage on a successful one.

Fire Giant Zombie

Huge undead, neutral evil

Armor Class 18 (plate)
Hit Points 175 (13d12 + 91)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	3 (-4)	25 (+7)	4 (-3)	10 (+0)	9 (-1)

Saving Throws Wis +3
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands Giant but can't speak
Challenge 8 (3,900 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Greatsword. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 29 (6d6 + 8) slashing damage.

Frost Giant Zombie

Huge undead, neutral evil

Armor Class 11 (patchwork armor)
Hit Points 150 (12d12 + 72)
Speed 30 ft.

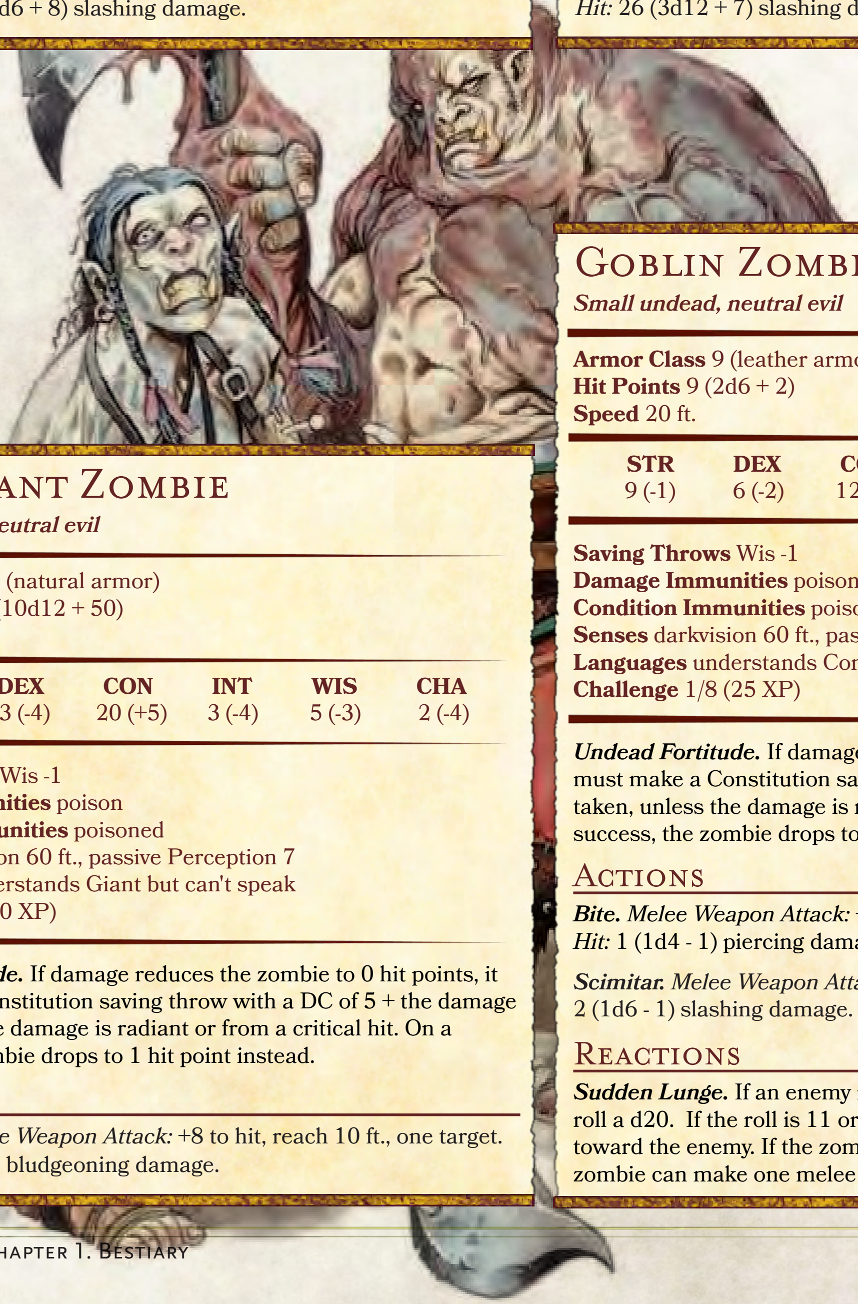
STR	DEX	CON	INT	WIS	CHA
24 (+7)	3 (-4)	23 (+6)	3 (-4)	6 (-2)	8 (-1)

Saving Throws Wis +1
Damage Immunities cold, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages understands Giant but can't speak
Challenge 6 (2,300 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Greataxe. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 26 (3d12 + 7) slashing damage.



Hill Giant Zombie

Huge undead, neutral evil

Armor Class 10 (natural armor)
Hit Points 115 (10d12 + 50)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	3 (-4)	20 (+5)	3 (-4)	5 (-3)	2 (-4)

Saving Throws Wis -1
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 7
Languages understands Giant but can't speak
Challenge 3 (700 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Greatclub. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Goblin Zombie

Small undead, neutral evil

Armor Class 9 (leather armor)
Hit Points 9 (2d6 + 2)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	6 (-2)	12 (+1)	4 (-3)	4 (-3)	4 (-3)

Saving Throws Wis -1
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 7
Languages understands Common, Goblin but can't speak
Challenge 1/8 (25 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 - 1) piercing damage.

Scimitar. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) slashing damage.

Reactions

Sudden Lunge. If an enemy moves within 10 feet of the zombie, roll a d20. If the roll is 11 or higher, the zombie moves up to 5 feet toward the enemy. If the zombie ends within 5 feet of the target, the zombie can make one melee weapon attack against it.

Hobgoblin Zombie

Medium undead, neutral evil

Armor Class 16 (chain mail)
Hit Points 13 (2d8 + 4)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	6 (-2)	14 (+2)	4 (-3)	6 (-2)	5 (-3)

Saving Throws Wis +0
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages understands Common, Goblin but can't speak
Challenge 1/4 (50 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Reactions

Sudden Lunge. If an enemy moves within 10 feet of the zombie, roll a d20. If the roll is 11 or higher, the zombie moves up to 5 feet toward the enemy. If the zombie ends within 5 feet of the target, the zombie can make one melee weapon attack against it.

Hydra Zombie

Huge undead, neutral evil

Armor Class 13 (natural armor)
Hit Points 187 (15d12 + 90)
Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	22 (+6)	2 (-4)	6 (-2)	3 (-4)

Saving Throws Wis +1
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages —
Challenge 7 (2,900 XP)

Multiple Heads. The zombie has five heads. While it has more than one head, the zombie has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the zombie takes 20 or more damage in a single turn, one of its heads dies. If all its heads die, the zombie dies.

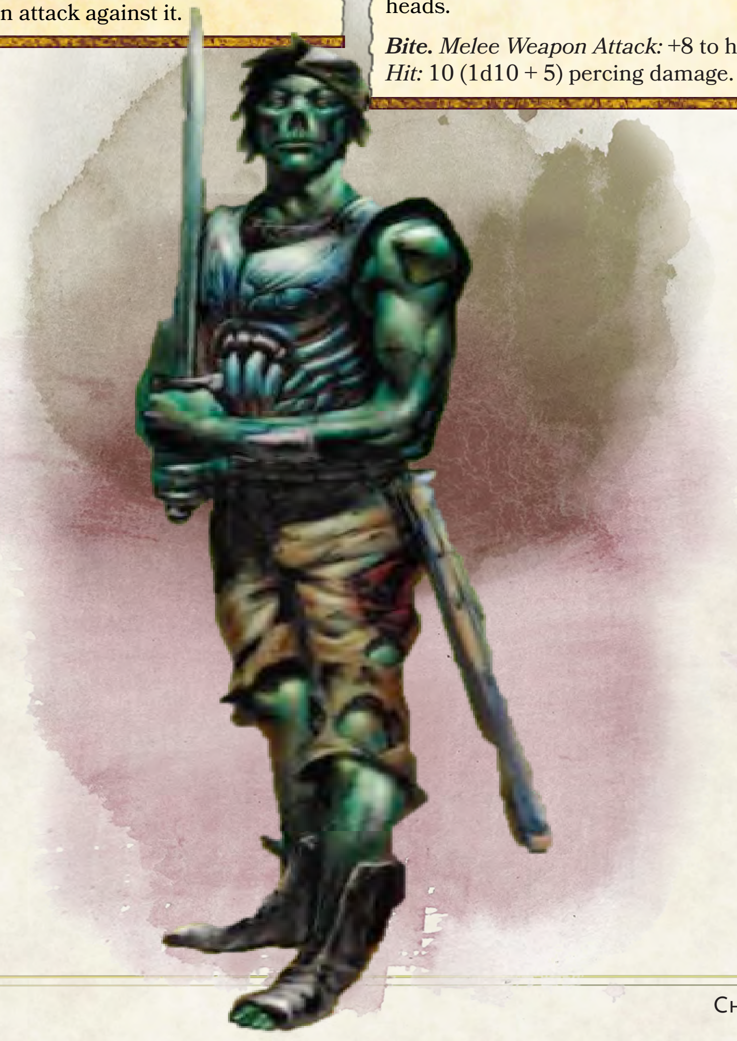
Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

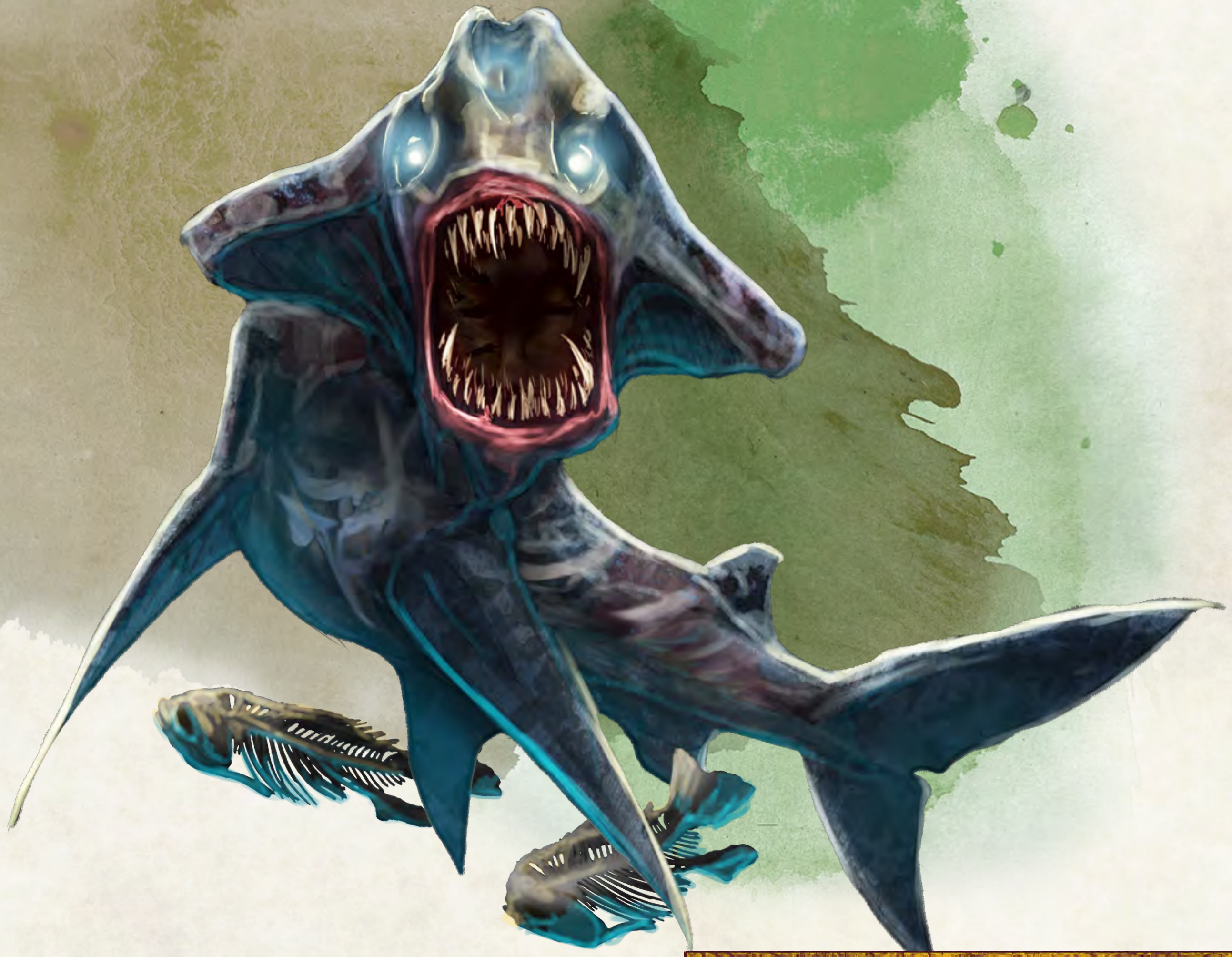
Reactive Heads. For each head the zombie has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Actions

Multiattack. The zombie makes as many bite attacks as it has heads.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) percing damage.





HUNTER SHARK ZOMBIE

Large undead, neutral evil

Armor Class 10 (natural armor)
Hit Points 51 (6d10 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	17 (+3)	1 (-5)	6 (-2)	3 (-4)

Saving Throws Wis +0
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages —
Challenge 1 (200 XP)

Blood Frenzy. The shark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) percing damage.

KOBOLD ZOMBIE

Small undead, neutral evil

Armor Class 9
Hit Points 9 (2d6 + 2)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	9 (-1)	12 (+1)	2 (-4)	4 (-3)	4 (-3)

Saving Throws Wis -1
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 7
Languages understands Common, Draconic but can't speak
Challenge 1/8 (25 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

ACTIONS

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 - 1) piercing damage.

Dagger. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 - 1) piercing damage.

REACTIONS

Sudden Lunge. If an enemy moves within 10 feet of the zombie, roll a d20. If the roll is 11 or higher, the zombie moves up to 5 feet toward the enemy. If the zombie ends within 5 feet of the target, the zombie can make one melee weapon attack against it.

LIZARDFOLK ZOMBIE

Medium undead, neutral evil

Armor Class 11 (natural armor)
Hit Points 26 (4d8 + 8)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	6 (-2)	15 (+2)	3 (-4)	8 (-1)	3 (-4)

Saving Throws Wis +1
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands Draconic but can't speak
Challenge 1/4 (50 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Heavy Club. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

REACTIONS

Sudden Lunge. If an enemy moves within 10 feet of the zombie, roll a d20. If the roll is 11 or higher, the zombie moves up to 5 feet toward the enemy. If the zombie ends within 5 feet of the target, the zombie can make one melee weapon attack against it.

ORC ZOMBIE

Medium undead, neutral evil

Armor Class 10 (hide armor)
Hit Points 17 (2d8 + 8)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	6 (-2)	18 (+4)	3 (-4)	7 (-2)	6 (-2)

Saving Throws Wis +0
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages understands Common, Orc but can't speak
Challenge 1/2 (100 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 +3) piercing damage.

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

REACTIONS

Sudden Lunge. If an enemy moves within 10 feet of the zombie, roll a d20. If the roll is 11 or higher, the zombie moves up to 5 feet toward the enemy. If the zombie ends within 5 feet of the target, the zombie can make one melee weapon attack against it.

OWLBEAR ZOMBIE

Large undead, neutral evil

Armor Class 11 (natural armor)
Hit Points 66 (7d10 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	19 (+4)	3 (-4)	8 (-1)	3 (-4)

Saving Throws Wis +1
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 9
Languages —
Challenge 2 (450 XP)

Keen Sight and Smell. The zombie has advantage on Wisdom (Perception) checks that rely on sight and smell.

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

ACTIONS

Beak. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) percing damage.

Claw. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Troll Zombie

Large undead, neutral evil

Armor Class 13 (natural armor)
Hit Points 92 (8d10 + 48)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	22 (+6)	3 (-4)	5 (-3)	3 (-4)

Saving Throws Wis -1
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 7
Languages understands Giant but can't speak
Challenge 2 (450 XP)

Keen Sight and Smell. The zombie has advantage on Wisdom (Perception) checks that rely on smell.

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Claw. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Wolf Zombie

Large undead, neutral evil

Armor Class 11 (natural armor)
Hit Points 13 (2d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	9 (-1)	14 (+2)	3 (-4)	8 (-1)	3 (-4)

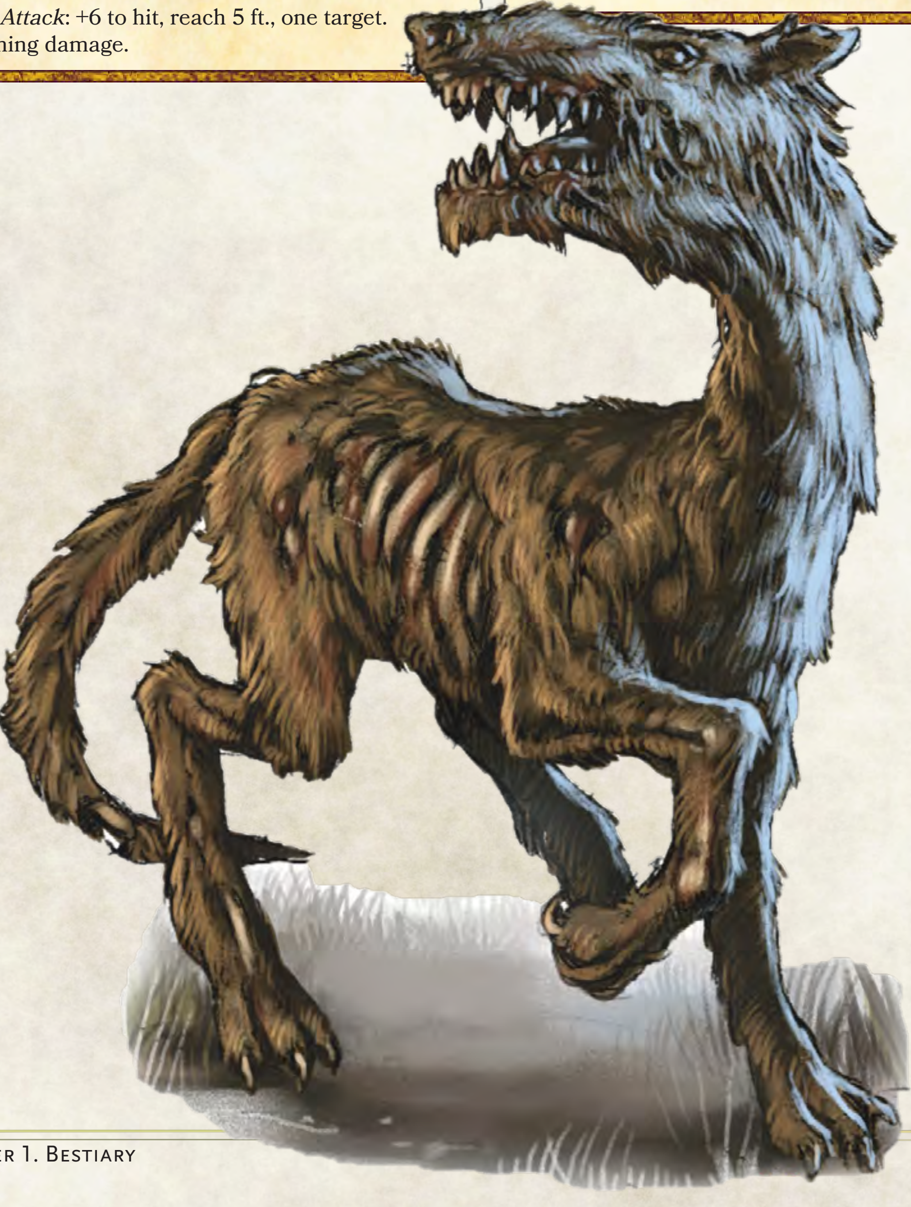
Saving Throws Wis +1
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 9
Languages —
Challenge 1/4 (50 XP)

Keen Hearing and Smell. The zombie has advantage on Wisdom (Perception) checks that rely on hearing and smell.

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Beak. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) percing damage.



Appendix A: NonPlayer Characters

This appendix contains statistics for various humanoid nonplayer characters (NPCs) — whether friend or foe — expanding on appendix B of the Monster Manual Expanded. These stat blocks can represent human and nonhuman NPCs, and you can add racial traits to further customize them.

ARCANE ARCHER

An Arcane Archer is someone that weaves magic into archery attacks to create extra deadly effects. Traditionally, arcane archers have always been elves, but a few other races have begun learning the art.

ARCANE ARCHER

Medium humanoid (any), any alignment

Armor Class 17 (*+1 studded leather*)
Hit Points 71 (11d8 + 22)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	14 (+2)	10 (+0)	10 (+0)

Saving Throws Str +4, Dex +7, Con +5
Skills Perception +3, Stealth +7
Senses passive Perception 13
Languages any three languages (usually Common)
Challenge 6 (2,300 XP)

Arcane Shot (3/Day). As a bonus action, when the arcane archer hits a target with a ranged weapon attack, it can choose one from the following three effects:

1. Bursting Arrow. The target and all other creatures within 10 feet of it take an extra 7 (2d6) force damage each.

2. Enfeebling Arrow. The target takes an extra 7 (2d6) necrotic damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw, or the damage dealt by its weapon attacks are halved until the start of the arcane archer's next turn.

3. Shadow Arrow. If the target is a creature, it takes an extra 7 (2d6) psychic damage and the creature must succeed on a DC 13 Wisdom saving throw or be unable to see anything farther than 5 feet away until the start of the arcane archer's next turn.

Curving Shot. When the arcane archer makes a ranged attack roll and misses, it can use a bonus action to reroll the attack roll against a different target within 60 feet of the original target.

Magic Ranged Weapons. The arcane archer's ranged weapon attacks are magical.

ACTIONS

Multiattack. The arcane archer makes three ranged weapon attacks or two melee weapon attacks.

+1 Rapier. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

+1 Longbow. *Ranged Weapon Attack:* +8 to hit, range 150/600 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Elite Arcane Archer

Medium humanoid (any), any alignment

Armor Class 19 (*+2 studded leather*)
Hit Points 117 (18d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	14 (+2)	18 (+4)	12 (+1)	10 (+0)

Saving Throws Str +5, Dex +9, Con +6
Skills Perception +5, Stealth +9
Senses passive Perception 15
Languages any five languages (usually Common)
Challenge 9 (5,000 XP)

Arcane Shot (4/Day). As a bonus action, when the arcane archer hits a target with a ranged weapon attack, it can choose one from the following four effects:

1. *Bursting Arrow.* The target and all other creatures within 10 feet of it take an extra 14 (4d6) force damage each.
2. *Enfeebling Arrow.* The target takes an extra 14 (4d6) necrotic damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw, or the damage dealt by its weapon attacks are halved until the start of the arcane archer's next turn.
3. *Piercing Arrow.* The arcane archer doesn't make an attack roll for the attack. Instead, the arrow shoots forward in a line, which is 1 foot wide and 30 feet long, before disappearing. The arrow passes harmlessly through objects, ignoring cover. Each creature in that line must make a DC 16 Dexterity saving throw. On a failed save, a creature takes damage as if it were hit by the arrow, plus an extra 2d6 piercing damage. On a successful save, a target takes half as much damage.
4. *Shadow Arrow.* If the target is a creature, it takes an extra 7 (2d6) psychic damage and the creature must succeed on a DC 16 Wisdom saving throw or be unable to see anything farther than 5 feet away until the start of the arcane archer's next turn.

Curving Shot. When the arcane archer makes a ranged attack roll and misses, it can use a bonus action to reroll the attack roll against a different target within 60 feet of the original target.

Magic Ranged Weapons. The arcane archer's ranged weapon attacks are magical.

Actions

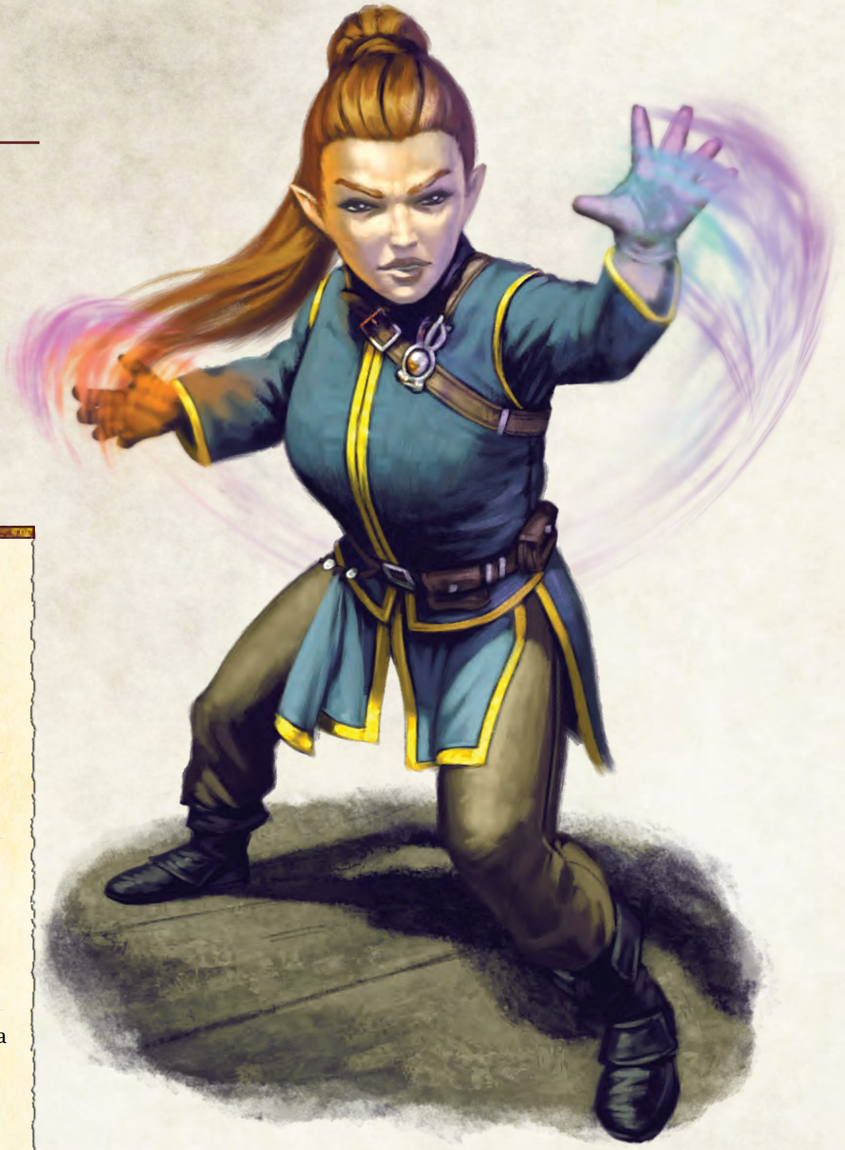
Multiattack. The arcane archer makes four ranged weapon attacks or three melee weapon attacks.

+2 Rapier. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) piercing damage.

+2 Longbow. *Ranged Weapon Attack:* +11 to hit, range 150/600 ft., one target. *Hit:* 11 (1d8 + 7) piercing damage.

ARCANE TRICKSTER

Arcane tricksters are rogues that have learned to blended their knowledge of enchantment and illusion magic into their craft, further enhancing their abilities for combat, subterfuge, and mischief.



ARCANE TRICKSTER

Medium humanoid (any race), any non-lawful

Armor Class 15 (studded leather)
Hit Points 42 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	16 (+3)	12 (+1)	10 (+0)

Saving Throws Dex +5, Int +5
Skills Arcana + 5, Perception +3, Sleight of Hand +5, Stealth +7
Senses passive Perception 13
Languages any two languages (usually Common)
Challenge 4 (1,100 XP)

Cunning Action. On each of its turns, the arcane trickster can use a bonus action to take the Dash, Disengage, or Hide action.

Evasion. If the arcane trickster is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the arcane trickster instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/Turn). The arcane trickster deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the arcane trickster that isn't incapacitated and the arcane trickster doesn't have disadvantage on the attack roll.

Spellcasting. The arcane trickster is an 8th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips: *fire bolt, mage hand, minor illusion*
1st level (4 slots): *shield, silent image, Tasha's hideous laughter*
2nd level (2 slots): *mirror image, invisibility, phantasmal force*

ACTIONS

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 3) piercing damage.

REACTIONS

Uncanny Dodge. The arcane trickster halves the damage that it takes from an attack that hits it. The arcane trickster must be able to see the attacker.

MASTER ARCANE TRICKSTER

Medium humanoid (any race), any non-lawful

Armor Class 18 (*+2 studded leather*)
Hit Points 104 (16d8 + 32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	18 (+4)	12 (+1)	10 (+0)

Saving Throws Dex +7, Int +7
Skills Arcana + 7, Perception +4, Sleight of Hand +7, Stealth +10
Senses passive Perception 14
Languages any two languages (usually Common)
Challenge 9 (5,000 XP)

Cunning Action. On each of its turns, the master arcane trickster can use a bonus action to take the Dash, Disengage, or Hide action.

Distracting Hand. As a bonus action, while the master arcane trickster has the Mage Hand spell active, it can designate a creature within 5 feet of the spectral hand. The master arcane trickster has advantage on its attack rolls against that creature until the end of the turn.

Evasion. If the master arcane trickster is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the master arcane trickster instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Magical Ambush. If the master arcane trickster is hidden from a creature when it casts a spell on it, the creature has disadvantage on any saving throw it makes against the spell this turn.

Sneak Attack (1/Turn). The master arcane trickster deals an extra 28 (8d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the master arcane trickster that isn't incapacitated and the master arcane trickster doesn't have disadvantage on the attack roll.

***Spellcasting*.** The master arcane trickster is a 16th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips: *fire bolt, mage hand, minor illusion*
1st level (4 slots): *disguise self, shield, silent image, Tasha's hideous laughter*
2nd level (3 slots): *hold person, invisibility, mirror image, phantasmal force*
3rd level (3 slots): *lightning bolt, haste, major image*

ACTIONS

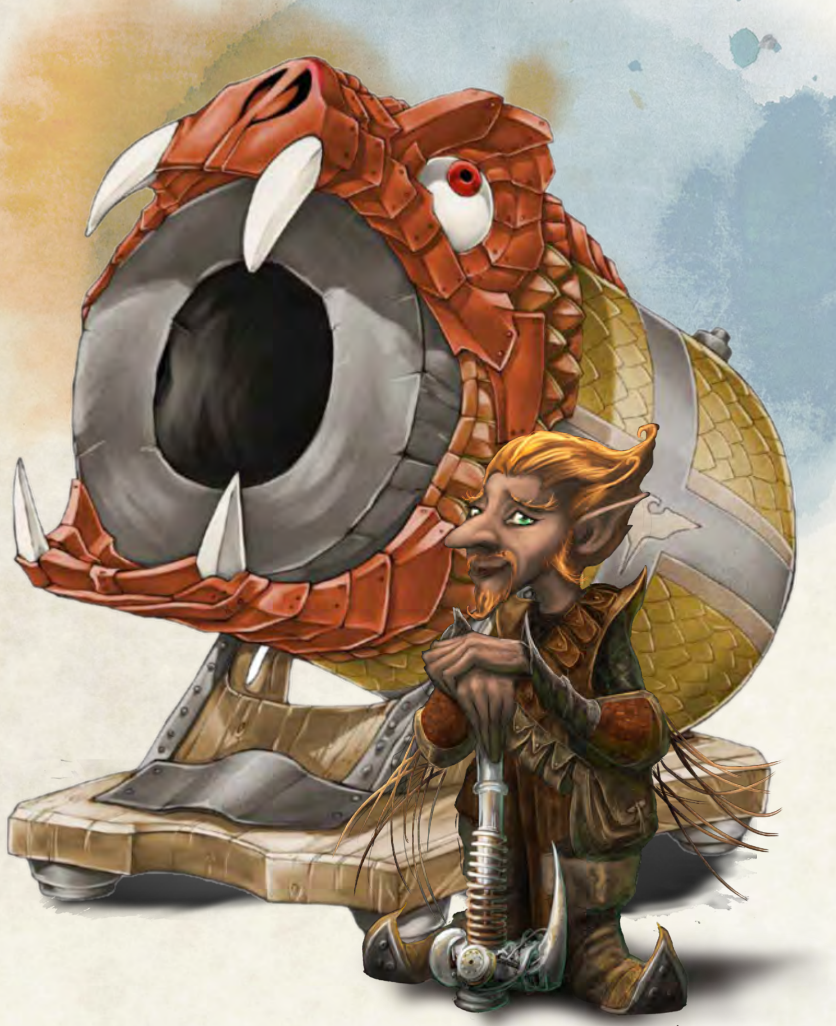
+2 Rapier. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage.

REACTIONS

Uncanny Dodge. The master arcane trickster halves the damage that it takes from an attack that hits it. The master arcane trickster must be able to see the attacker.

Artillerist

Artillerists are artificers that specialize in the creation of arcane turrets - magical constructs that can unleash powerful force bolts, generate a cone of searing flames, or provide bursts of healing energy.



Battle Smith

Artificers that focus on enhancing and supplementing their martial skills are Battle Smiths. They are able to create and command iron defenders, constructs that act like beast companions to the Battle Smiths.

Artillerist

Medium humanoid (any), any alignment

Armor Class 16 (*+1 chain shirt*)
Hit Points 84 (13d8 + 26)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	18 (+4)	10 (+0)	9 (-1)

Saving Throws Con +5, Int +7
Skills Arcana +7, Perception +3
Senses darkvision 120 ft., passive Perception 13
Languages any four languages (usually Common)
Challenge 6 (2,300 XP)

Spellcasting. The artillerist is a 13th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It has the following artillerist spells prepared:

Cantrip (at will): *fire bolt, mage hand, mending*
1st level (4 slots): *catapult, shield, thunderwave*
2nd level (3 slots): *see invisibility, scorching ray, shatter*
3rd level (3 slots): *fireball, flame arrows, wind wall*
4th level (1 slot): *vitriolic sphere*

Actions

+1 Light Hammer. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

+1 Heavy Crossbow. *Ranged Weapon Attack:* +5 to hit, range 100/400 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Arcane Turret (Recharges after a Short or Long Rest).The artillerist magically summons a Medium turret in an unoccupied space on a horizontal surface within 5 feet of it. The turret is a magical object that occupies its space and that has crablike legs. It has an AC of 18 and 65 hit points. It is immune to poison damage, psychic damage, and all conditions. If it is forced to make an ability check or a saving throw, treat all its ability scores as 10 (+0). If the mending spell is cast on it, it regains 2d6 hit points. It disappears if it is reduced to 0 hit points or after 10 minutes. The artillerist can dismiss it early as an action.

When the artillerist summons the turret, it decides which type it is, choosing from the options listed below:

1. *Flamethrower.* The turret exhales fire in an adjacent 15-foot cone that you designate. Each creature in that area must make a DC 15 Dexterity saving throw, taking 4 (1d8) fire damage on a failed save or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried.
2. *Force Ballista.* Make a ranged spell attack, originating from the turret, at one creature or object within 120 feet of it. On a hit, the target takes 9 (2d8) force damage, and if the target is a creature, it is pushed up to 5 feet away from the turret.
3. *Defender.* The turret emits a burst of positive energy that grants itself and each creature of your choice within 10 feet of it 8 (1d8 + 4) temporary hit points.

On each of its turns, the artillerist can take a bonus action to cause the turret to activate if it is within 60 feet of it. As part of the same action, the artillerist can direct the turret to walk or climb up to 15 feet to an unoccupied space.

The artillerist can use an action to command the turret to detonate if is within 60 feet of it. Doing so destroys the turret and forces each creature within 10 feet of it to make a DC 15 Dexterity saving throw, taking 10 (3d6) force damage on a failed save or half as much damage on a successful one.

Battle Smith

Medium humanoid (any), any alignment

Armor Class 17 (*+1 half plate*)
Hit Points 90 (12d8 + 36)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	16 (+3)	20 (+5)	10 (+0)	9 (-1)

Saving Throws Con +6, Int +8
Skills Arcana +8, Perception +3
Senses passive Perception 13
Languages any six languages (usually Common)
Challenge 6 (2,300 XP)

Battle Ready. The battle smith uses its Intelligence modifier, instead of its Strength or Dexterity, for the attack and damage rolls when attacking with a weapon (included in the attacks).

Command Iron Defender. As a bonus action, the battle smith targets the iron defender it summoned and it can see within 60 feet of it. If the target can see or hear the battle smith, the target can use its reaction to make a melee weapon attack, or take the Dash, Disengage, Help, or Repair action.

Spellcasting. The battle smith is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). It has the following battle smith spells prepared:

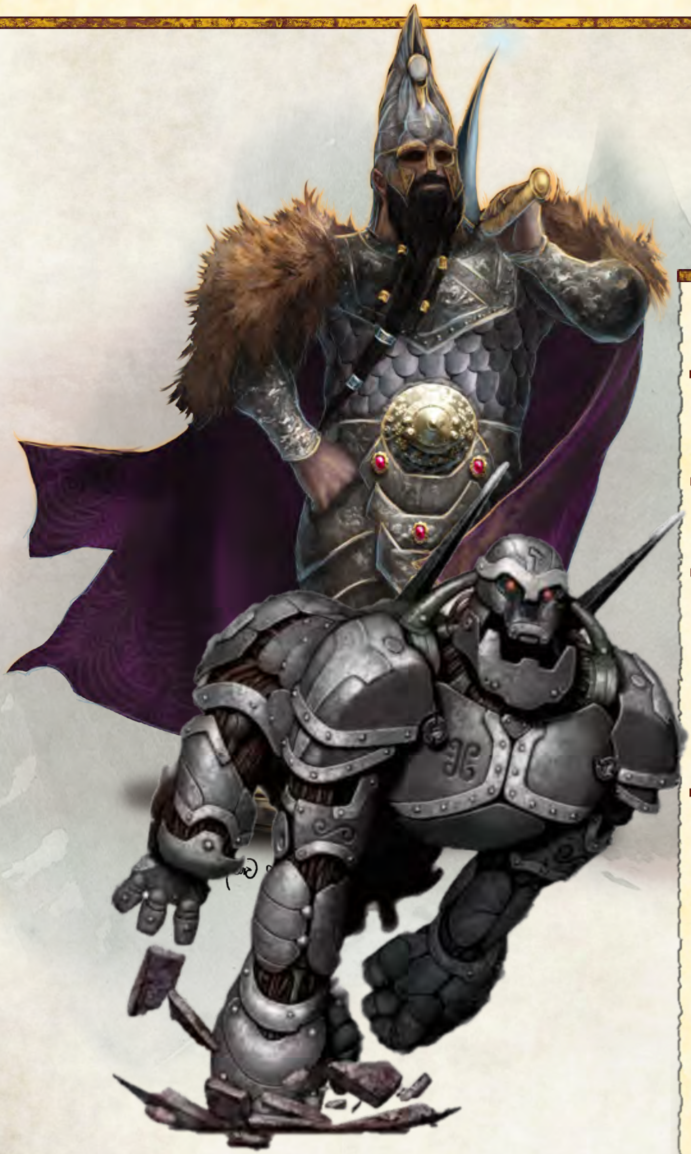
Cantrip (at will): *fire bolt, mending, prestidigitation*
1st level (4 slots): *absorb elements, catapult, cure wounds, expeditious retreat*
2nd level (3 slots): *heroism, magic weapon, searing smite*
3rd level (3 slots): *branding smite, warding bond, haste*

Actions

+1 Greataxe. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (1d12 + 6) slashing damage.

+1 Heavy Crossbow. *Ranged Weapon Attack:* +9 to hit, range 100/400 ft., one target. *Hit:* 11 (1d10 + 6) piercing damage.

Summon Iron Defender (Recharges after a Long Rest). The battle smith summons its mechanical companion. In combat, the iron defender shares the battle smith's initiative count, but it takes its turn immediately after the battle smith. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless the battle smith used Command Iron Defender this turn.



Iron Defender

Medium construct, unaligned

Armor Class 15 (natural armor)
Hit Points 67
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	4 (-4)	10 (+0)	6 (-2)

Skills Perception +2
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages understands one language of its creator but can't speak
Challenge 1 (200 XP)

Vigilant. The iron defender can't be surprised.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft.. *Hit:* 6 (1d8 + 2) bludgeoning damage plus 5 (2d4) force damage.

Repair (3/Day). The magical mechanisms inside the iron defender restore 2d8 + 2 hit points to itself or to one construct or object within 5 feet of it.

Reactions

Defensive Pounce. The iron defender imposes disadvantage on the attack roll of one creature it can see that is within 5 feet of it, provided the attack roll is against a creature other than the iron defender.

Master Assassin

Medium humanoid, any non-good alignment

Armor Class 17 (*+1 studded leather*)
Hit Points 135 (18d8 + 54)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	16 (+3)	14 (+2)	14 (+2)	12 (+1)

Saving Throws Dex +9, Wis +7, Int +7
Skills Acrobatics +9, Deception +6, Perception +12, Stealth +14
Damage Resistances poison
Senses passive Perception 22
Languages Thieves' cant plus any three languages
Challenge 13 (10,000 XP)

Assassinate. During its first turn, the master assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the master assassin scores against a surprised creature is a critical hit.

Cunning Action. On each of its turns, the master assassin can use a bonus action to take the Dash, Disengage, or Hide action.

Evasion. If the master assassin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the master assassin instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/Turn). The master assassin deals an extra 31 (9d6) damage when the master assassin hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the master assassin that isn't incapacitated and the master assassin doesn't have disadvantage on the attack roll.

Actions

Multiattack. The master assassin makes two melee attacks.

+1 Shortsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

+1 Light Crossbow. *Ranged Weapon Attack:* +10 to hit, range 80/320 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

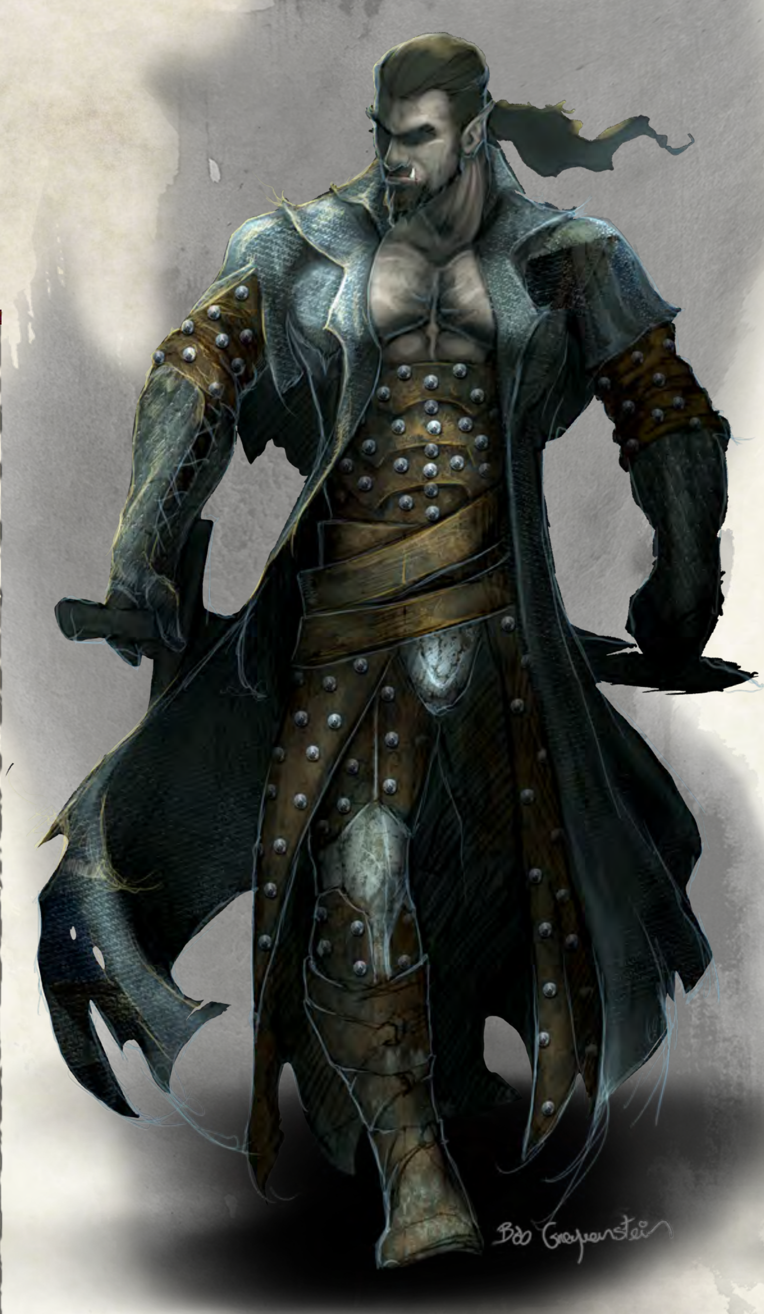
Reactions

Uncanny Dodge. The master assassin halves the damage that it takes from an attack that hits it. The master assassin must be able to see the attacker.

Assassins

Master assassins are those rare and vey dangerous individuals that have mastered the art of efficiently killing and disposing of targets without ever getting noticed or caught.

A Grandfather of Assassins is the most skilled master assassin, and normally is the ultimate head of a network of Assassins's Guilds. His or her name is well known and greatly feared throughout the realm. Only a few, or none at all, know his or her true identity.



GRANDFATHER OF ASSASSINS

Medium humanoid (any), any non-good

Armor Class 19 (+2 studded leather armor)
Hit Points 195 (26d8 + 78)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	20 (+5)	16 (+3)	16 (+3)	16 (+3)	14 (+2)

Saving Throws Dex +12, Wis +10, Int +10
Skills Acrobatics +12, Deception +9, Perception +17, Stealth +19
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 27
Languages Thieves' cant plus any four languages
Challenge 21 (30,000 XP)

Assassinate. During its first turn, the grandfather of assassins has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the grandfather of assassins scores against a surprised creature is a critical hit.

Cunning Action. On each of its turns, the grandfather of assassins can use a bonus action to take the Dash, Disengage, or Hide action.

Elusive. No attack roll has advantage on the grandfather of assassins as long as it isn't incapacitated.

Evasion. If the grandfather of assassins is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the grandfather of assassins instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/Turn). The grandfather of assassins deals an extra 35 (10d6) damage when the grandfather of assassins hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the grandfather of assassins that isn't incapacitated and the grandfather of assassins doesn't have disadvantage on the attack roll.

Stroke of Luck (Recharges after a Short or Long Rest). If the grandfather of assassins misses a target within range, it can turn the miss into a hit. Alternatively, if the grandfather of assassins fails an ability check, it can treat the d20 roll as a 20.

ACTIONS

Multiattack. The grandfather of assassins makes two melee attacks.

+2 Rapier. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) piercing damage and the target must make a DC 19 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

+2 Light Crossbow. *Ranged Weapon Attack:* +14 to hit, range 80/320 ft., one target. *Hit:* 11 (1d8 + 7) piercing damage and the target must make a DC 19 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The grandfather of assassins can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The grandfather of assassins regains spent legendary actions at the start of its turn.

Shift. The grandfather of assassins moves up to half its speed without provoking opportunity attacks.
Vanish. The grandfather of assassins performs a Hide action. It can move up to half its speed before or after this action.
Attack (Costs 2 Actions). The grandfather of assassins makes a melee or ranged weapon attack.

REACTIONS

Uncanny Dodge. The grandfather of assassins halves the damage that it takes from an attack that hits it. The grandfather of assassins must be able to see the attacker.

BARBARIANS

Most barbarians are simply berserkers. Featured here are the true barbarians that summon and are fueled by their rage to become deadly melee combatants.

BARBARIAN

Medium humanoid (any), any nonlawful

Armor Class 13 (hide armor)
Hit Points 39 (6d8 + 12)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	8 (-1)	10 (+0)	8 (-1)

Saving Throws Str +5, Con +4
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 3 (700 XP)

Rage (Recharges after a Short or Long Rest). As a bonus action, the barbarian can enter a rage at the start of its turn. The rage lasts for 1 minute or until the barbarian is incapacitated. While raging, the barbarian gains the following benefits:
- The barbarian has advantage on Strength checks and Strength saving throws.
- When it makes a melee weapon attack, the barbarian gains a +2 bonus to the damage roll.
- The barbarian has resistance to bludgeoning, piercing, and slashing damage.
- The barbarian can make a single melee weapon attack as a bonus action.
- The barbarian can't be charmed or frightened.

Reckless. At the start of its turn, the barbarian can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Multiattack. The barbarian makes two greatsword attacks or two longbow attacks.

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage, or 12 (2d6 + 5) slashing damage while raging.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

BARBARIAN CHAMPION

Medium humanoid (any), any nonlawful

Armor Class 13 (hide armor)
Hit Points 65 (10d8 + 20)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	8 (-1)	10 (+0)	8 (-1)

Saving Throws Str +7, Con +5
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 5 (1,800 XP)

Brutal Critical. The barbarian champion rolls one additional weapon damage die when determining extra damage for a critical hit with a melee attack.

Rage (Recharges after a Short or Long Rest). As a bonus action, the barbarian champion can enter a rage at the start of its turn. The rage lasts for 1 minute or until the barbarian champion is incapacitated. While raging, the barbarian champion gains the following benefits:
- The barbarian champion has advantage on Strength checks and Strength saving throws.
- When it makes a melee weapon attack, the barbarian champion gains a +3 bonus to the damage roll.
- The barbarian champion has resistance to bludgeoning, piercing, and slashing damage.
- The barbarian champion can make a single melee weapon attack as a bonus action.
- The barbarian champion can't be charmed or frightened.

Reckless. At the start of its turn, the barbarian champion can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Multiattack. The barbarian champion makes two maul attacks or two longbow attacks.

Maul. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage, or 14 (2d6 + 7) bludgeoning damage while raging.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Barbarian King

Medium humanoid (any), any nonlawful

Armor Class 18 (natural armor)
Hit Points 230 (20d8 + 140)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	24 (+7)	8 (-1)	10 (+0)	8 (-1)

Saving Throws Str +12, Con +12
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 15 (13,000 XP)

Brutal Critical. The barbarian king rolls two additional weapon damage dice when determining extra damage for a critical hit with a melee attack.

Rage (Recharges after a Short or Long Rest). As a bonus action, the barbarian king can enter a rage at the start of its turn. The rage lasts for 1 minute or until the barbarian king is incapacitated. While raging, the barbarian king gains the following benefits:

- The barbarian king has advantage on Strength checks and Strength saving throws.
- When it makes a melee weapon attack, the barbarian king gains a +4 bonus to the damage roll.
- The barbarian king has resistance to bludgeoning, piercing, and slashing damage.
- The barbarian king can make a single melee weapon attack as a bonus action.
- The barbarian king can't be charmed or frightened.

Reckless. At the start of its turn, the barbarian king can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Multiattack. The barbarian king makes two greataxe attacks or two longbow attacks.

+2 Greataxe. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage, or 20 (2d6 + 13) slashing damage while raging.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

War Cry (1/Day). Each creature of the barbarian king's choice that is within 30 feet of it, can hear it, and not already affected by War Cry gain advantage on attack rolls until the start of the barbarian king's next turn. All other creatures within 30 feet of it, can hear it, and not already affected by War Cry must make a DC 20 Wisdom saving throw or become frightened until the end of the barbarian king's next turn. The barbarian king can then make one attack as a bonus action.

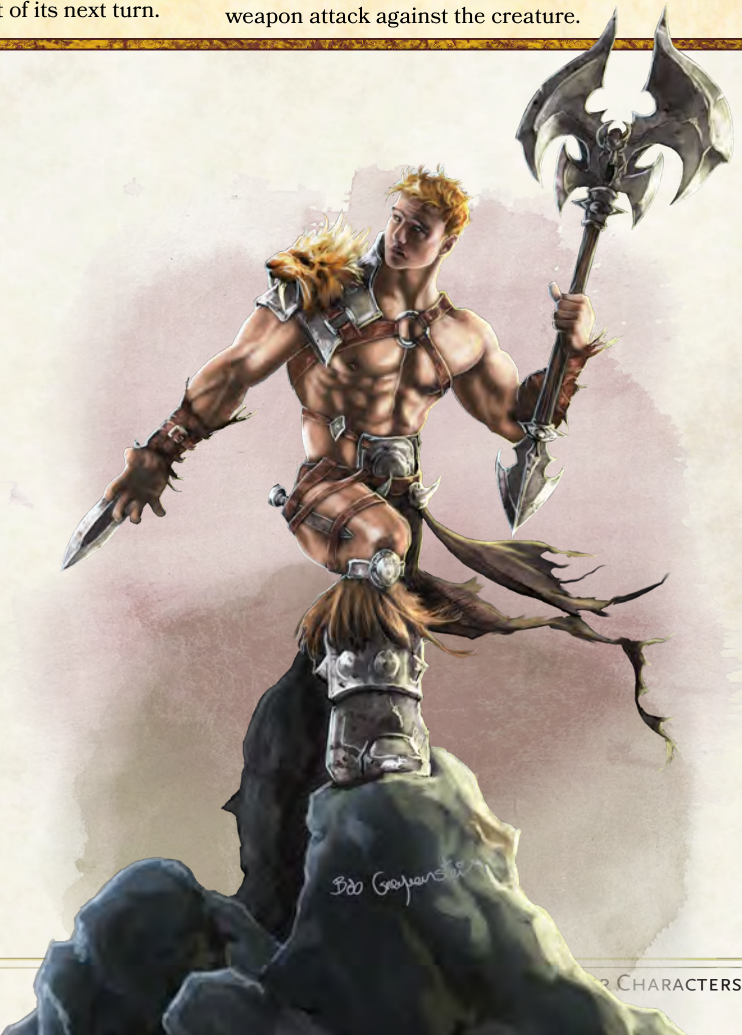
Legendary Actions

The barbarian king can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The barbarian king regains spent legendary actions at the start of its turn.

Move. The barbarian king moves up to half its speed.
Attack (Costs 2 Actions). The barbarian king makes a melee weapon attack.
Command of the Horde (Costs 3 Actions). The barbarian king chooses up to four allies it can see within 30 feet of it. If the target can see and hear the barbarian king, the target can use its reaction to make one weapon attack.

Reactions

Retaliation. When the barbarian king takes damage from a creature within 5 feet of it, the barbarian king can make one melee weapon attack against the creature.



CAVALIERS

Cavaliers are noble knights that excel in mounted combat. They are superior defenders and protectors, able to keep enemies from breaking off and escaping.

CAVALIER

Medium humanoid (any), any lawful

Armor Class 20 (plate, shield)
Hit Points 82 (11d8 + 33)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	12 (+1)	10 (+0)	14 (+2)

Saving Throws Str +7, Con +6
Skills History +4, Persuasion +5
Senses passive Perception 10
Languages any two languages (usually Common)
Challenge 6 (2,300 XP)

Action Surge (Recharges after a Short or Long Rest). The cavalier can take one additional action on top of its regular action and possible bonus action.

Punish the Marked (1/Turn). As a bonus action, the cavalier can make a melee weapon attack against a creature marked by it if the creature dealt damage to anyone other than the cavalier during the last turn. The cavalier's melee weapon attack has advantage on the attack roll, and if it hits, the attack's weapon deals an extra 5 damage to the target.

Threatening. Creatures provoke an opportunity attack from the cavalier when they move 5 feet or more while within the cavalier's reach, and if the cavalier hits a creature with an opportunity attack, the target's speed is reduced to 0 until the end of the current turn.

ACTIONS

Multiattack. The cavalier makes three longword attacks.

+1 Longword. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 11 (1d10 + 5) slashing damage if used with two hands, and the target is marked until the end of the cavalier's next turn. This effect ends early if the cavalier is incapacitated or it dies, or if someone else marks the target. While it is within 5 feet of the cavalier, a creature marked by the cavalier has disadvantage on any attack roll that doesn't target the cavalier.

REACTIONS

Warding Manuever (3/Day). If the cavalier or a creature it can see within 5 feet of it is hit by an attack, it can roll a d8 and add it to the target's AC against that attack. If the attack still hits, the target has resistance against the attack's damage.

GRAND CAVALIER

Medium humanoid (any), any lawful

Armor Class 22 (*+1 plate, +1 shield*)
Hit Points 170 (20d8 + 80)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	12 (+1)	12 (+1)	16 (+3)

Saving Throws Str +10, Con +9, Wis +6
Skills History +6, Persuasion +8
Senses passive Perception 11
Languages any two languages (usually Common)
Challenge 14 (11,500 XP)

Action Surge (Recharges after a Short or Long Rest). The cavalier can take one additional action on top of its regular action and possible bonus action.

Ferocious Charger (1/Turn). If the cavalier moves at least 10 feet in a straight line right before attacking a creature and hits it with the attack, that target must succeed on a DC 16 Strength saving throw or be knocked prone.

Punish the Marked (1/Turn). As a bonus action, the cavalier can make a melee weapon attack against a creature marked by it if the creature dealt damage to anyone other than the cavalier during the last turn. The cavalier's melee weapon attack has advantage on the attack roll, and if it hits, the attack's weapon deals an extra 5 damage to the target.

Threatening. Creatures provoke an opportunity attack from the cavalier when they move 5 feet or more while within the cavalier's reach, and if the cavalier hits a creature with an opportunity attack, the target's speed is reduced to 0 until the end of the current turn.

Vigilant Defender. The cavalier can take one special reaction on every creature's turn, except its own. It can use this special reaction only to make an opportunity attack, and it can't use it on the same turn it took its normal reaction.

ACTIONS

Multiattack. The cavalier makes four longword attacks.

+2 Longword. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 11 (1d8 + 7) slashing damage, or 12 (1d10 + 7) slashing damage if used with two hands, plus 9 (2d8) radiant damage, and the target is marked until the end of the cavalier's next turn. This effect ends early if the cavalier is incapacitated or it dies, or if someone else marks the target. While it is within 5 feet of the cavalier, a creature marked by the cavalier has disadvantage on any attack roll that doesn't target the cavalier.

REACTIONS

Warding Manuever (4/Day). If the cavalier or a creature it can see within 5 feet of it is hit by an attack, it can roll a d8 and add it to the target's AC against that attack. If the attack still hits, the target has resistance against the attack's damage.

Dirgesinger

Medium humanoid (any), any non-good alignment

Armor Class 14 (studded leather)
Hit Points 44 (8d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	10 (+0)	12 (+1)	18 (+4)

Saving Throws Dex +4, Cha +6
Skills Deception +8, Intimidation +8, Performance +6
Senses passive Perception 11
Languages any one language (usually Common)
Challenge 4 (1,100 XP)

Spellcasting. The dirgesinger is an 8th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It has the following bard spells prepared:

Cantrips (at will): *minor illusion, toll the dead, vicious mockery*
1st level (4 slots): *dissonant whispers, inflict wounds, thunderwave*
2nd level (3 slots): *blindness/deafness, enthrall, shatter*
3rd level (3 slots): *animate dead, feign death, vampiric touch*
4th level (2 slots): *blight, greater invisibility*

Dirge. As a bonus action, the dirgesinger can perform a dirge that lasts until the start of the dirgesinger's next turn. The dirgesinger can select from one of three effects:

1. *Song of Horror*. Provided the dirgesinger isn't incapacitated, an enemy that starts its turn within 60 feet of the dirgesinger and can hear the dirgesinger must succeed on a DC 14 Wisdom saving throw or become frightened until the end the start of its next turn. If a creature's saving throw is successful, the creature is immune to the dirgesinger's Song of Horror for the next 24 hours.
2. *Song of Sorrow*. Provided the dirgesinger isn't incapacitated, an enemy that starts its turn within 60 feet of the dirgesinger and can hear the dirgesinger must succeed on a DC 14 Wisdom saving throw or start wailing and weeping in grief until the start of its next turn. Until this wailing and weeping ends, the target can't take actions or reactions, and its speed is halved and can't be increased. If a creature's saving throw is successful, the creature is immune to the dirgesinger's Song of Sorrow for the next 24 hours.
3. *Song of the Profane*. Provided the dirgesinger isn't incapacitated, any undead that starts its turn within 60 feet of the dirgesinger and can hear the dirgesinger gains advantage on melee attack rolls and saving throws against features that turn undead.

Actions

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

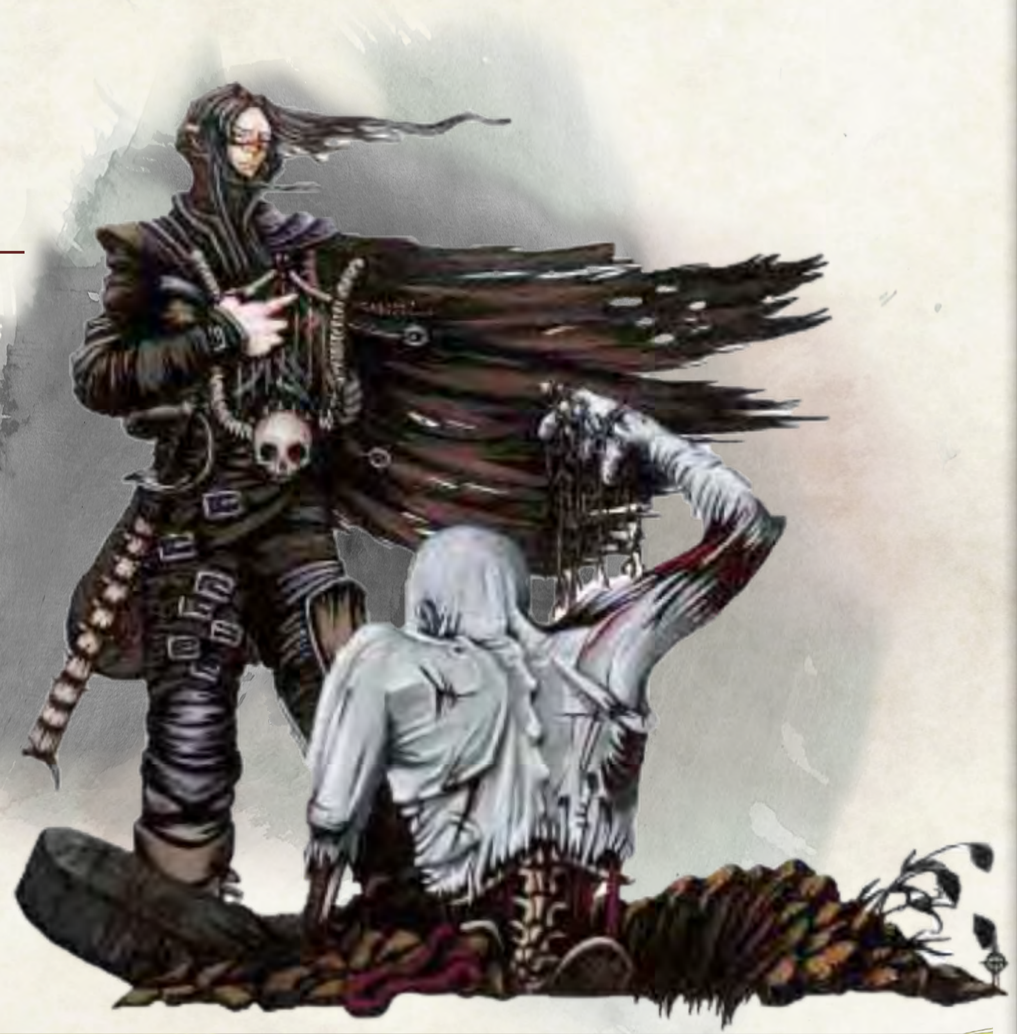
Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage.

March of the Dead. Up to six undead within 60 feet of the dirgesinger and can hear the dirgesinger can use its reaction to move up to half its speed.

Dirgesinger

Dirgesingers are bards that spread sorrow and grief instead of joy and celebration. They are normally found singing in places where the symbolism of death is strong, such as a catacombs, mortuary, or cemetery.

They are often in the company of cults that and secret guilds that specialize in necromancy, such as the Death Priests of Orcus, who highly prize the dirgesinger's abilities to enhance the undead they summon and control.



DREAD DIRGESINGER

Medium humanoid (any), any non-good alignment

Armor Class 16 (*+2 studded leather*)
Hit Points 112 (15d8 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	16 (+3)	10 (+0)	16 (+3)	20 (+5)

Saving Throws Dex +6, Wis +7, Cha +9
Skills Deception +13, Intimidation +13, Performance +13
Senses passive Perception 13
Languages any one language (usually Common)
Challenge 11 (7,200 XP)

Spellcasting. The dread dirgesinger is a 15th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It has the following bard spells prepared:

Cantrips (at will): *minor illusion, toll the dead, vicious mockery*
1st level (4 slots): *dissonant whispers, inflict wounds, thunderwave*
2nd level (3 slots): *blindness/deafness, enthrall, shatter*
3rd level (3 slots): *animate dead, feign death, vampiric touch*
4th level (3 slots): *blight, freedom of movement, greater invisibility*
5th level (2 slots): *hold monster, mislead, scrying*
6th level (1 slot): *create undead, eyebite*
7th level (1 slot): *finger of death*
8th level (1 slot): *Abi-Dalzim's horrid wilting*

Dirge. As a bonus action, the dread dirgesinger can perform a dirge that lasts until the start of the dread dirgesinger's next turn. The dread dirgesinger can select from one of three effects:

1. *Song of Horror*. Provided the dread dirgesinger isn't incapacitated, an enemy that starts its turn within 60 feet of the dread dirgesinger and can hear the dread dirgesinger must succeed on a DC 17 Wisdom saving throw or become frightened until the end the start of its next turn. If a creature's saving throw is successful, the creature is immune to the dread dirgesinger's Song of Horror for the next 24 hours.

2. *Song of Sorrow*. Provided the dread dirgesinger isn't incapacitated, an enemy that starts its turn within 60 feet of the dread dirgesinger and can hear the dread dirgesinger must succeed on a DC 17 Wisdom saving throw or start wailing and weeping in grief until the start of its next turn. Until this wailing and weeping ends, the target can't take actions or reactions, and its speed is halved and can't be increased. If a creature's saving throw is successful, the creature is immune to the dread dirgesinger's Song of Sorrow for the next 24 hours.

3. *Song of the Profane*. Provided the dread dirgesinger isn't incapaci-tated, any undead that starts its turn within 60 feet of the dirge-singer and can hear the dread dirgesinger gains advantage on melee attack rolls and saving throws against features that turn undead.

ACTIONS

+2 Shortsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 9 (2d8) necrotic damage.

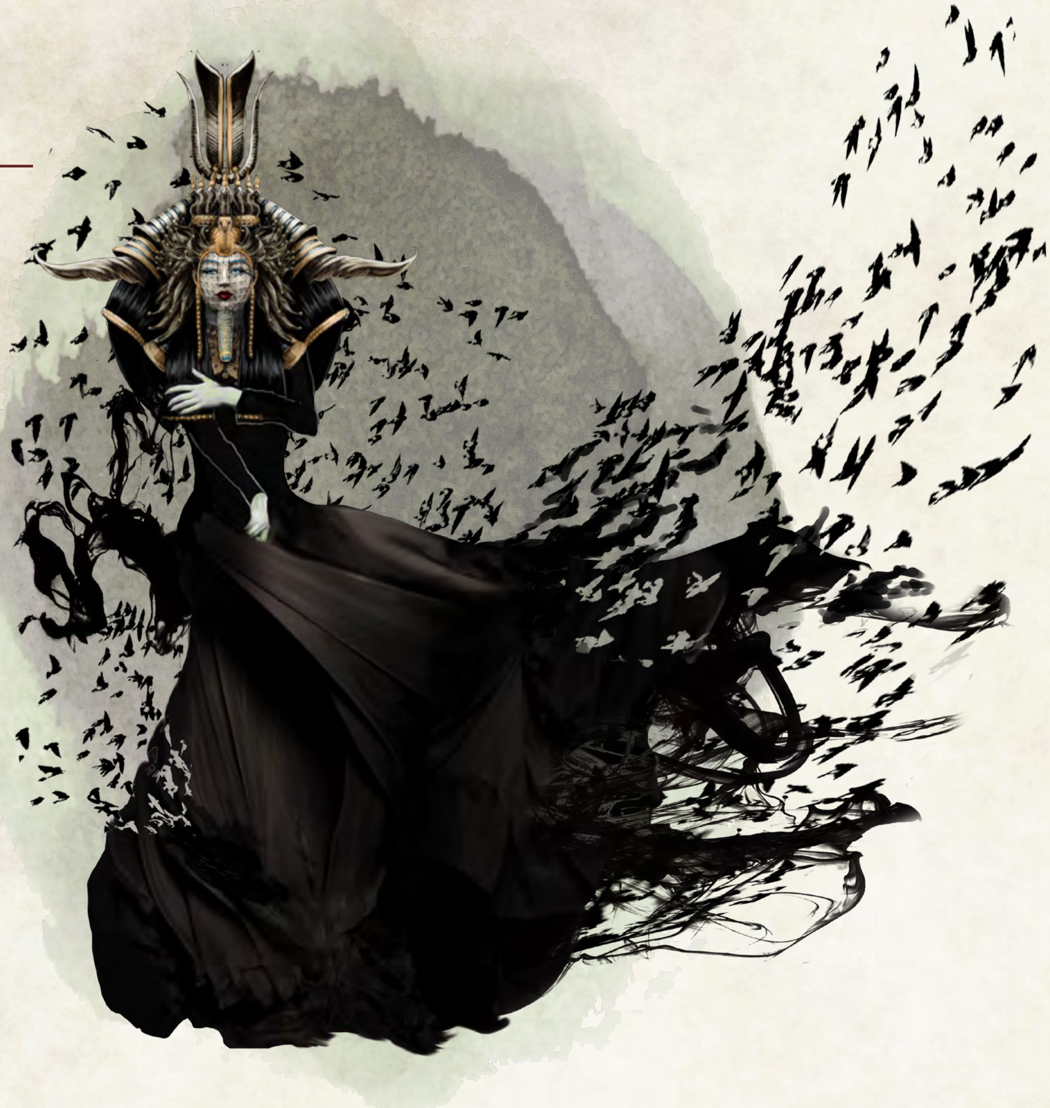
+2 Longbow. *Ranged Weapon Attack:* +8 to hit, range 150/600 ft., one creature. *Hit:* 8 (1d8 + 4) piercing damage plus 9 (2d8) necrotic damage.

March of the Dead. Up to six undead within 60 feet of the dread dirgesinger and can hear the dread dirgesinger can use its reaction to move up to half its speed.

Dirge of Death (Recharges 5-6). The dread dirgesinger sings a horrid, mournful lament. This dirge has no effect on constructs and undead. All other creatures within 60 feet of it that can hear it must make a DC 17 Constitution saving throw. On a failure, a creature drops to 0 hit points. On a success, a creature takes 21 (6d6) psychic damage.

Divine Souls

Featured here are two types of divine souls. The Dark Souls, who draw their magic from fiends and evil gods, and the Radiant Soul, who gain their powers from celestial beings.



Dark Soul

Medium humanoid (any), any evil alignment

Armor Class 13 (16 with *mage armor*)
Hit Points 110 (20d8 + 20)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	14 (+2)	16 (+3)	20 (+5)

Saving Throws Wis +8, Cha +10
Skills Perception +8, Religion +7
Senses passive Perception 18
Languages any two languages (usually Common)
Challenge 13 (10,000 XP)

Favored by the Gods (Recharges after a Short or Long Rest). When the dark soul fails a saving throw or misses with an attack roll, it can roll 2d4 and add it to the total, possibly changing the outcome.

Unearthly Recovery (Recharges after a Long Rest). When the dark soul has fewer than 55 hit points, it can use a bonus action to regain 55 hit points.

Spellcasting. The dark soul is a 20th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *mage hand, fire bolt, light, shocking grasp*
1st level (4 slots): *mage armor, false life, inflict wounds*
2nd level (3 slots): *hold person, mirror image*
3rd level (3 slots): *bestow curse, fireball*
4th level (3 slot): *blight, Evard's black tentacles*
5th level (2 slot): *insect plague, cone of cold*
6th level (1 slot): *circle of death*
7th level (1 slot): *finger of death*
8th level (1 slot): *unholy aura** (see Appendix C. New Spells)
9th level (1 slot): *meteor swarm*

Sorcery Points. The dark soul has 20 sorcery points. It can spend 1 or more sorcery points to gain one of the following benefits:

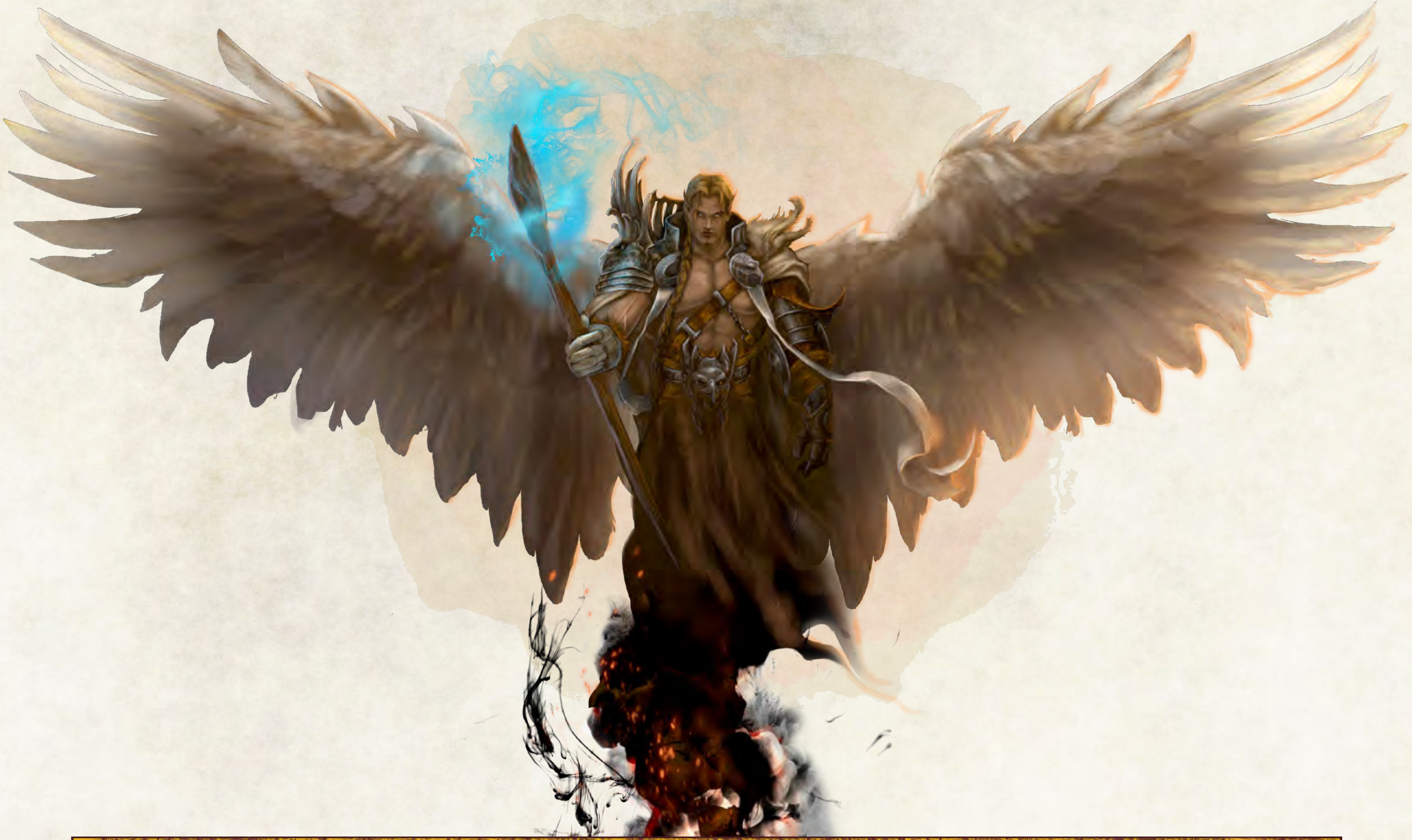
Empowered Spell: When the dark soul rolls damage for a spell, it can spend 1 sorcery point to reroll up to 3 damage dice. It must use the new rolls. It can use Empowered Spell even if it has already used a different Metamagic option during the casting of the spell.

Heightened Spell: When the dark soul casts a spell that forces a creature to make a saving throw to resist the spell's effects, it can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw against the spell.

Quickened Spell: When the dark soul casts a spell that has a casting time of 1 action, it can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Actions

+2 Dagger. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage plus 10 (3d6) necrotic damage.



Radiant Soul

Medium humanoid (any), any good alignment

Armor Class 12 (15 with *mage armor*)
Hit Points 150 (20d8 + 60)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	16 (+3)	10 (+0)	16 (+3)	20 (+5)

Saving Throws Wis +8, Cha +10
Skills Perception +8, Religion +5
Senses passive Perception 18
Languages any one language (usually Common)
Challenge 13 (10,000 XP)

Favored by the Gods (Recharges after a Short or Long Rest). When the radiant soul fails a saving throw or misses with an attack roll, it can roll 2d4 and add it to the total, possibly changing the outcome.

Unearthly Recovery (Recharges after a Long Rest). When the radiant soul has fewer than 75 hit points, it can use a bonus action to regain 75 hit points.

Spellcasting. The radiant soul is a 20th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *mage hand, fire bolt, light, shocking grasp*
1st level (4 slots): *mage armor, healing word*
2nd level (3 slots): *hold person, scorching ray*
3rd level (3 slots): *beacon of hope, mass healing word*
4th level (3 slot): *greater invisibility, guardian of faith*
5th level (2 slot): *mass cure wounds, hold monster*
6th level (2 slots): *chain lightning, heal*
7th level (2 slots): *conjure celestial*
8th level (1 slot): *sunburst*
9th level (1 slot): *mass resurrection*

Sorcery Points. The radiant soul has 20 sorcery points. It can spend 1 or more sorcery points to gain one of the following benefits:

Heightened Spell: When the radiant soul casts a spell that forces a creature to make a saving throw to resist the spell's effects, it can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw against the spell.

Quickened Spell: When the radiant soul casts a spell that has a casting time of 1 action, it can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Subtle Spell: When the radiant soul casts a spell, it can spend 1 sorcery point to cast it without any somatic or verbal components.

Actions

+2 Quarterstaff. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage, or 8 (1d8 + 4) bludgeoning damage if used with two hands, plus 10 (3d6) cold damage.

Duelist

Medium humanoid (any), any alignment

Armor Class 17 (*+1 studded leather*)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	12 (+1)	10 (+0)	14 (+2)

Saving Throws Dex +7, Con +5, Int +4
Skills Deception +5, Intimidation +5, Perception +3, Stealth +7
Senses passive Perception 13
Languages any two languages (usually Common)
Challenge 7 (2,900 XP)

Cunning Action. On each of its turns, the duelist can use a bonus action to take the Dash, Disengage, or Hide action.

Dual Wielder. When the duelist is wielding a separate melee weapon in each hand, it gains a +1 bonus to its AC (included in AC). In addition, it can draw or stow two one-handed weapons.

Feinting Attack. As a bonus action, the duelist can choose one creature within 5 feet of it. It has advantage on its next attack roll against the target.

Fancy Footwork. When the duelist makes a melee attack at a creature, that creature can't make opportunity attacks against the duelist until the end of the turn.

Sneak Attack (1/Turn). The duelist deals an extra 10 (3d6) damage when the duelist hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the duelist that isn't incapacitated and the duelist doesn't have disadvantage on the attack roll.

Toujours l'Audace. The duelist adds its Charisma modifier to its initiative rolls. In addition, it can use Sneak Attack with any melee attack made against a target that has none of its allies adjacent to it.

Two-Weapon Fighter. The duelist can use a bonus action to make one melee or ranged weapon attack with its dagger.

Actions

Multiattack. The duelist makes two rapier attacks.

+1 Rapier. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

+1 Dagger. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage

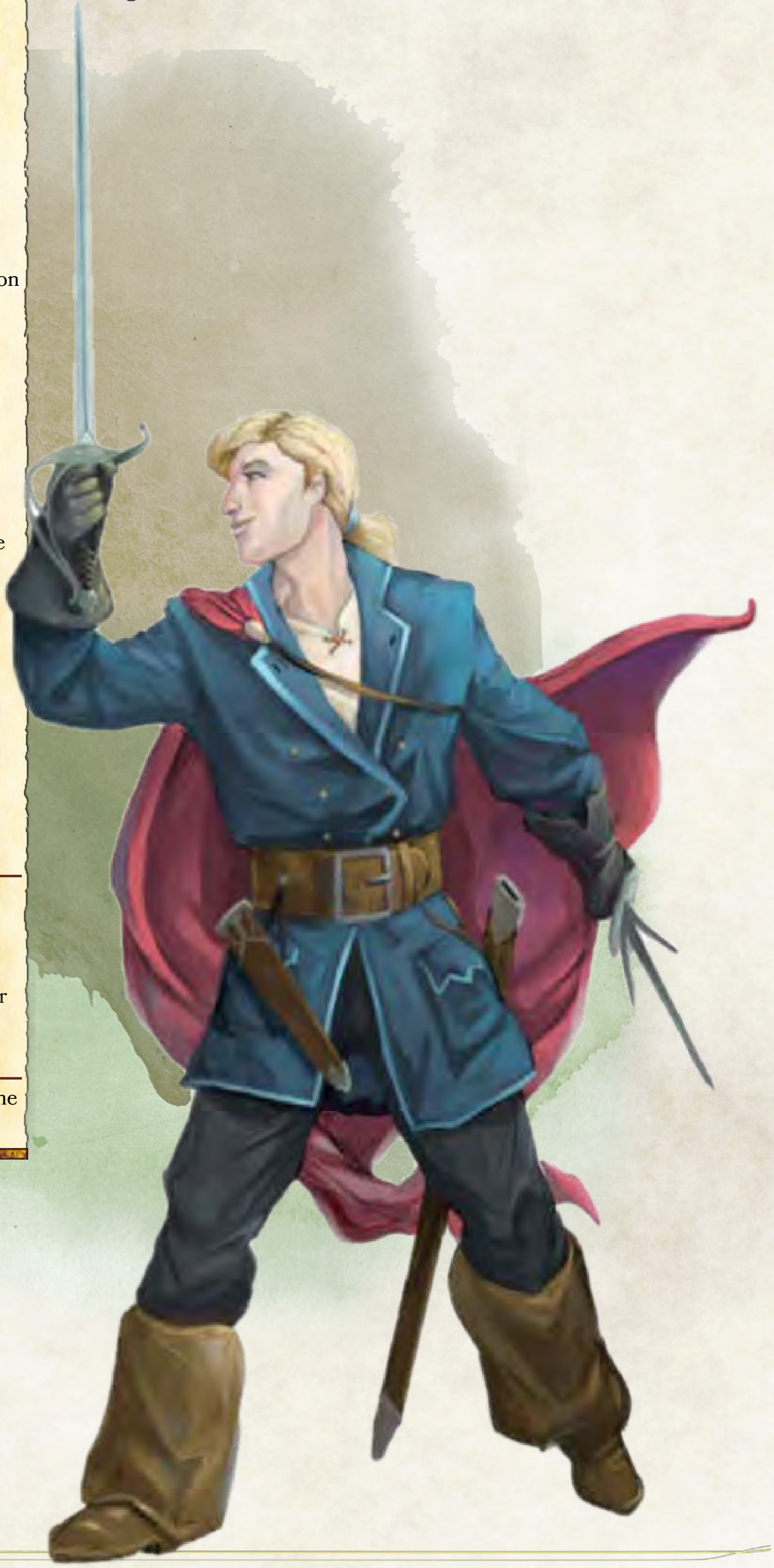
Reactions

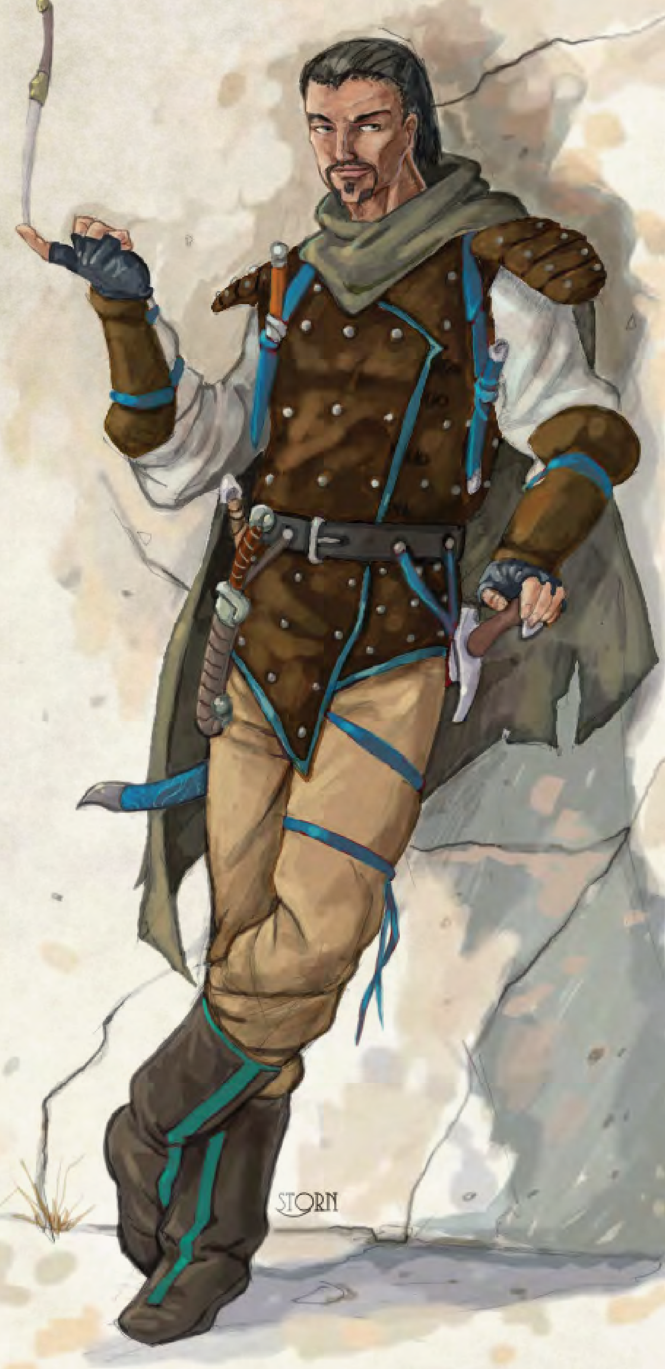
Riposte. When a creature misses the duelist with a melee attack, the duelist can make one melee weapon attack against it.

Duelist

A duelist is a cunning melee combatant who combines its expertise with two-weapon fighting, the art of leaving opponents open, and mastery of taking advantage of such vulnerabilities.

Most duelists are sought-after mercenaries. Some are obsessive narcissists, always looking for a challenge to prove their martial skills. If they hear stories of adventurers great deeds that overshadow theirs, the duelist will seek them out and goad them into a fight.





Master Duelist

Medium humanoid (any), any alignment

Armor Class 20 (*+2 studded leather*)
Hit Points 165 (22d8 + 66)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	20 (+5)	16 (+3)	12 (+1)	12 (+1)	16 (+3)

Saving Throws Dex +10, Con +8, Int +6, Wis +6
Skills Deception +8, Intimidation +8, Perception +6, Stealth +15
Senses passive Perception 16
Languages any two languages (usually Common)
Challenge 15 (13,000 XP)

Cunning Action. On each of its turns, the master duelist can use a bonus action to take the Dash, Disengage, or Hide action.

Dual Wielder. When the master duelist is wielding a separate melee weapon in each hand, it gains a +1 bonus to its AC (included in the AC). In addition, it can draw or stow two one-handed weapons.

Feinting Attack. As a bonus action, the master duelist can choose one creature within 5 feet of it. It has advantage on its next attack roll against the target.

Fancy Footwork. When the master duelist makes a melee attack at a creature, that creature can't make opportunity attacks against the master duelist until the end of the turn.

Sneak Attack (1/Turn). The master duelist deals an extra 21 (6d6) damage when the master duelist hits a target with a weapon attack and has advan-tage on the attack roll, or when the target is within 5 feet of an ally of the master duelist that isn't incapacitated and the master duelist doesn't have disadvantage on the attack roll.

Toujours l'Audace. The master duelist adds its Charisma modifier to itsinitiative rolls. In addition, it can use Sneak Attack with any melee attack made against a target that has none of its allies adjacent to it.

Two-Weapon Fighter. As a bonus action, the master duelist can make one melee or ranged weapon attack with its dagger.

Actions

Multiattack. The master duelist makes two rapier attacks.

+2 Rapier. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) piercing damage.

Dagger. *Melee or Ranged Weapon Attack:* +10 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage.

Rain of Daggers (Recharges after a Short or Long Rest). The master duelist makes six ranged dagger attacks.

Legendary Actions

The master duelist can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The master duelist regains spent legendary actions at the start of its turn.

Feint. The master duelist chooses one creature within 5 feet of it. It has advantage on its next attack roll against the target.

Shift. The master duelist moves up to half its speed without provoking opportunity attacks.

Attack (Costs 2 Actions). The master duelist makes a melee or ranged weapon attack.

Disarm and Grab (Costs 2 Actions). When the master duelist hits a melee weapon attack at one creature holding an object (such as a weapon), it must make a DC 18 Strength or Dexterity saving throw. On a failed save, the target drops the held object. The object lands in the other hand of the master duelist.

Reactions

Riposte. When a creature misses the master duelist with a melee attack, the master duelist can make one melee weapon attack against it.

LORE MASTER

Lore Masters are wizards who specializes in understanding how magic works. Most are wizard scholars but a few become mercenaries or adventurers to earn coin that can fund their research.

Lore Masters are able to alter and switch the of a mechanics of a spell, whether switching its energy type or how it manifests and affects a target.

LORE MASTER

Medium humanoid (any), any alignment

Armor Class 13 (16 with *mage armor*)
Hit Points 97 (15d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	20 (+5)	13 (+1)	15 (+2)

Saving Throws Int +9, Wis +5
Skills Arcana +13, History +13, Nature +13, Religion +13
Senses passive Perception 11
Languages any five languages
Challenge 9 (5,000 XP)

Spellcasting. The lore master is a 15th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). It has the following wizard spells prepared:

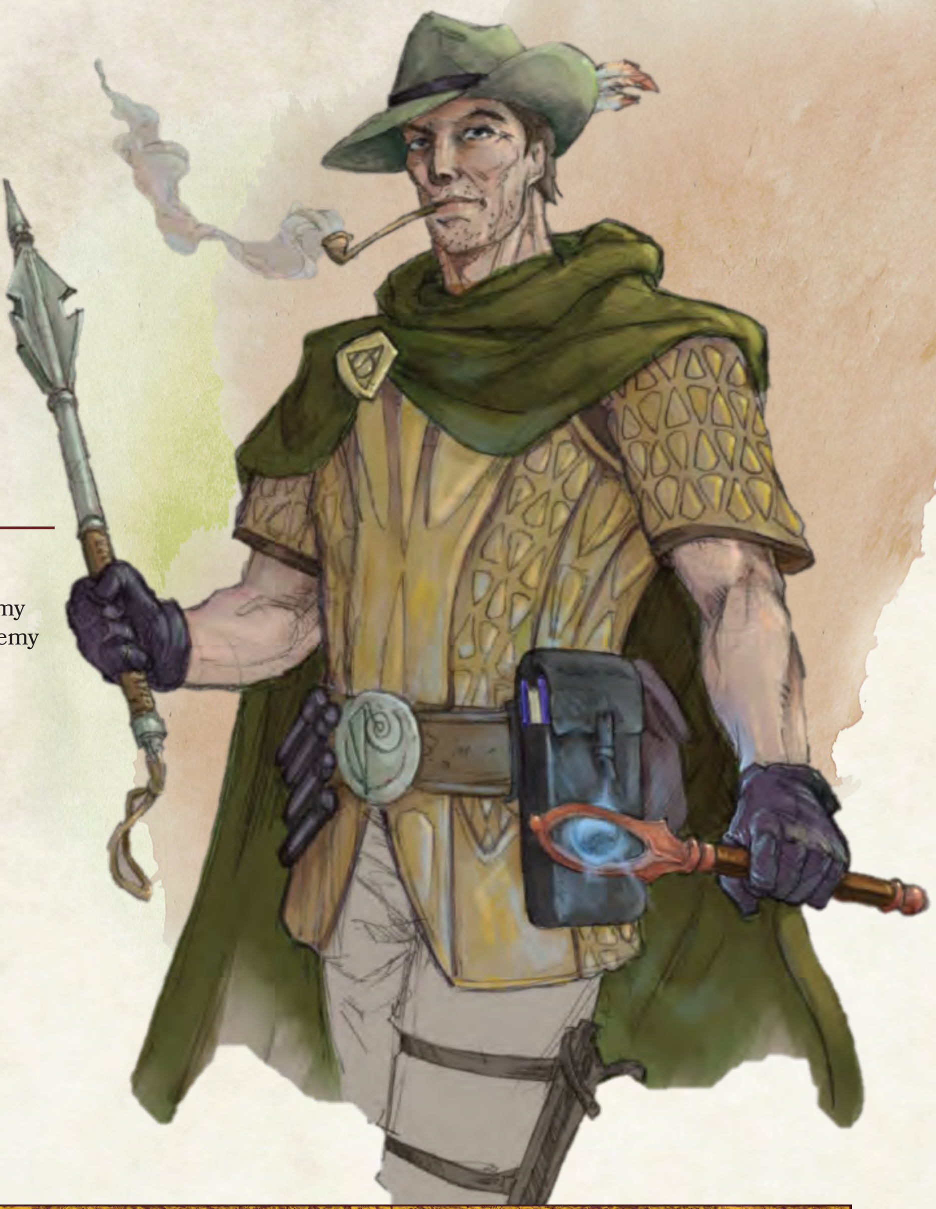
Cantrip (at will): *fire bolt, mage hand, message, minor illusion, prestidigitation*
1st level (4 slots): *burning hands, mage armor, magic missile, shield*
2nd level (3 slots): *Aganazzar's scorcher, misty step, scorching ray*
3rd level (3 slots): *dispel magic, fireball, fly, Melf's minute meteors*
4th level (3 slots): *fire shield, storm sphere*
5th level (2 slots): *cone of cold, stoneskin*
6th level (1 slot): *chain lightning, disintegrate*
7th level (1 slot): *delayed blast fireball, forcecage*
8th level (1 slot): *incendiary cloud*

Alter Energy Type (1/Turn). When the lore master casts a spell with a spell slot and the spell deals acid, cold, fire, force, lightning, necrotic, radiant, or thunder damage, it can substitute that damage with one other type from that list.

Alter Saving Throw (Recharges after a Short or Long Rest). When the lore master casts a spell with a spell slot and the spell requires a saving throw, it can change the saving throw from one ability score to another of its choice.

ACTIONS

+1 Shortsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 4) piercing damage.



MAGESLAYERS

Mageslayers are warrior sorcerers that have trained in dealing with and defeating spellcasters. Their arcane repertoire consists of spells that counter and dispel enemy magic. In addition, their weapon attacks can disrupt enemy concentration.

MAGESLAYER

Medium humanoid (any), any alignment

Armor Class 15 (chain shirt)
Hit Points 71 (11d8 + 22)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	12 (+1)	12 (+1)	16 (+3)

Saving Throws Wis +4, Cha +6
Skills Arcana +4, Perception +4
Senses passive Perception 14
Languages any two languages (usually Common)
Challenge 6 (2,300 XP)

Spellcasting. The mageslayer is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *fire bolt, mage hand, true strike*
1st level (4 slots): *absorb elements, detect magic*
2nd level (3 slots): *Melf's acid arrow, mind spike*
3rd level (3 slots): *counterspell, dispel magic, fireball*

Sorcery Points. The mageslayer has 6 sorcery points. It can spend 1 or more sorcery points to gain one of the following benefits:

Quickened Spell: When the mageslayer casts a spell that has a casting time of 1 action, the mageslayer can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Subtle Spell: When the mageslayer casts a spell, it can spend 1 sorcery point to cast it without any somatic or verbal components.

ACTIONS

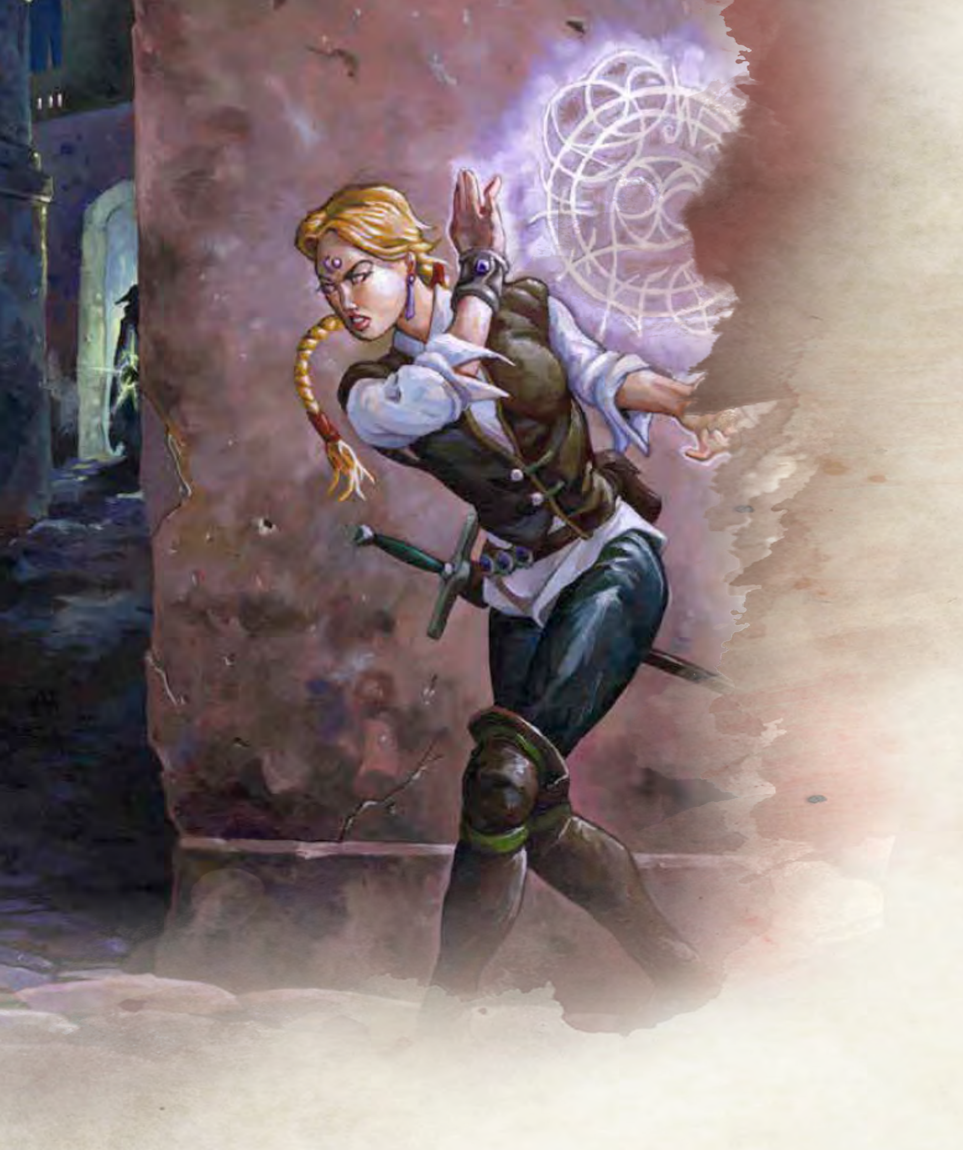
Multiattack. The mageslayer makes two melee attacks or two ranged attacks.

Mace. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage, and the creature has disadvantage on the saving throw it makes to maintain its concentration.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage and the creature has disadvantage on the saving throw it makes to maintain its concentration.

REACTIONS

Mage Strike. When a creature within 5 feet of the mageslayer casts a spell, the mageslayer can make a melee weapon attack against that creature.



Elite Mageslayer

Medium humanoid (any), any alignment

Armor Class 17 (*+2 studded leather*)
Hit Points 130 (20d8 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	12 (+1)	14 (+2)	18 (+4)

Saving Throws Wis +6, Cha +8
Skills Arcana +5, Perception +6
Senses passive Perception 16
Languages any two languages (usually Common)
Challenge 10 (5,900 XP)

Spellcasting. The mageslayer is a 9th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *fire bolt, mage hand, true strike*
1st level (4 slots): *absorb elements, detect magic*
2nd level (3 slots): *Melf's acid arrow, mind spike*
3rd level (3 slots): *counterspell, dispel magic, fireball, protection from energy*
4th level (3 slots): *dimension door*
5th level (1 slot): *cone of cold*

Sorcery Points. The mageslayer has 6 sorcery points. It can spend 1 or more sorcery points to gain one of the following benefits:

Heightened Spell: When the mageslayer casts a spell that forces a creature to make a saving throw to resist the spell's effects, it can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw against the spell.

Quickened Spell: When the mageslayer casts a spell that has a casting time of 1 action, the mageslayer can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Subtle Spell: When the mageslayer casts a spell, it can spend 1 sorcery point to cast it without any somatic or verbal components.

Actions

Multiattack. The mageslayer makes three melee weapon attacks or three ranged weapon attacks.

+1 Longword. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands, and the creature has disadvantage on the saving throw it makes to maintain its concentration.

+1 Longbow. *Ranged Weapon Attack:* +8 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage and the creature has disadvantage on the saving throw it makes to maintain its concentration.

Reactions

Mage Strike. When a creature within 5 feet of the mageslayer casts a spell, the mageslayer can make a melee weapon attack against that creature.

MASTERMIND

Medium humanoid (any), any non-lawful alignment

Armor Class 18 (*+2 studded leather armor*)
Hit Points 130 (20d8 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	16 (+3)	16 (+3)	16 (+3)

Saving Throws Dex +8, Int +7, Wis +7
Skills Deception +11, Insight +11, Perception +11, Stealth +12
Senses passive Perception 21
Languages any four languages (usually Common)
Challenge 10 (5,900 XP)

Cunning Action. The mastermind can take the Dash, Disengage, or Hide action as a bonus action on each of its turns.

Cunning Insight (Recharges 5-6). As a bonus action, the mastermind chooses a target it can see within 30 feet of it. The mastermind and up to 3 creatures of its choice have advantage on ability checks, attack rolls, and saving throws made against the target. In addition, the target has disadvantage on ability checks and attack rolls made against the mastermind. These effects last until the start of the mastermind's next turn.

Cunning Presence. An ally that starts is turn within 30 feet of this mastermind and can see and hear this mastermind can take the Dash, Disengage, or Hide action as a bonus action this turn, provided the mastermind isn't incapacitated.

Evasion. If the mastermind is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the mastermind instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/Turn). The mastermind deals an extra 24 (7d6) damage when the mastermind hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the mastermind that isn't incapacitated and the mastermind doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The mastermind makes two melee attacks.

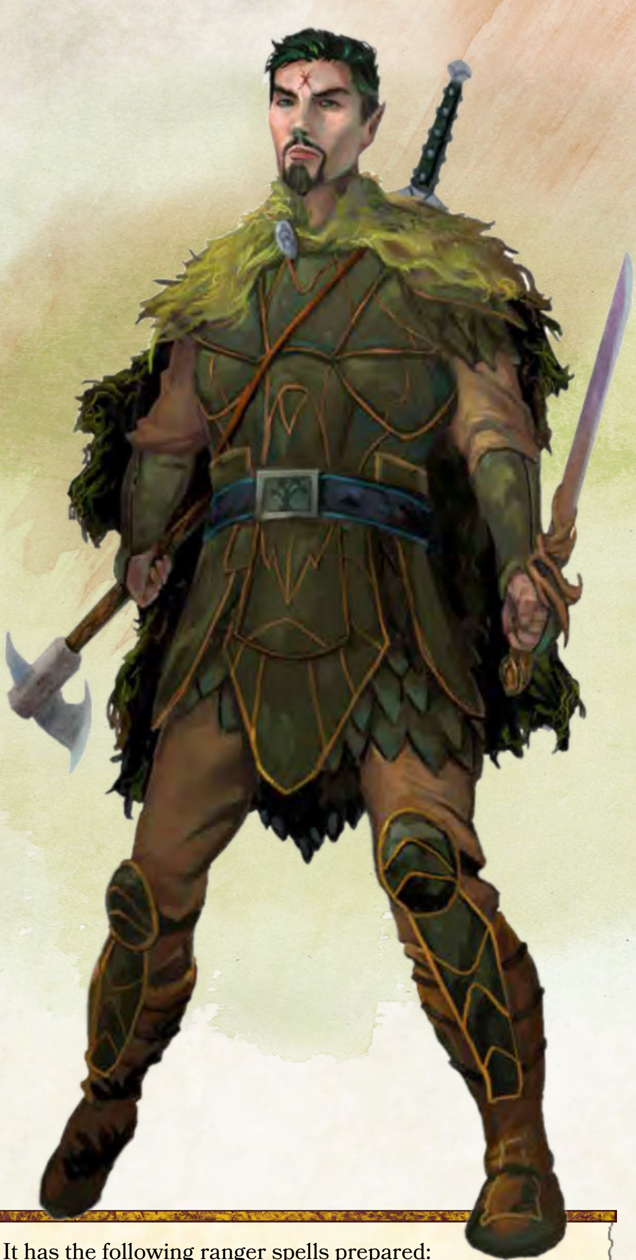
+2 Rapier. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage plus 10 (3d6) poison damage.

REACTIONS

Misdirection. When the mastermind is targeted by an attack while a creature within 5 feet of it is granting it cover against that attack, it can have the attack target that creature instead.

MASTERMIND

A mastermind is the calculating, deceitful tactician who constantly influences, schemes, and manipulates. It sees everyone as pawns it can use to further its goals. It never willingly engages in combat unless it believes it has the advantage, and is highly observant and insighftful that it can instantly take advantage of an enemy's weaknesses.



MONSTER SLAYERS

Good-aligned monster slayers are dedicated hunters of creatures of the night and dark magic users. They hunt down undead, fiends, evil fey, and other evil threats because they believe they are a threat to the natural world. They are often encountered in desolate locales, wilderness frontiers, and other fringes of civilization, where they can offer their services.

Evil monster slayers hunt any supernatural threat, such as bards, paladins, clerics, sorcerers, and warlocks, as well as any of the unnatural races, such as tieflings and aasimars. They are often employed as bounty hunters or assassins to deal with magical threats, such as a party of adventurers.

MONSTER SLAYER

Medium humanoid (any), any alignment

Armor Class 16 (*+1 studded leather*)
Hit Points 102 (12d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	18 (+4)	10 (+0)	14 (+2)	10 (+0)

Saving Throws Str +6, Dex +6, Con +7
Skills Perception +5, Survival +5
Senses passive Perception 15
Languages any one language (usually Common)
Challenge 5 (1,800 XP)

Slayer's Prey (Recharges after a Short or Long Rest). As a bonus action, the monster slayer designates one creature it can see within 60 feet of it. The first time each turn that the monster slayer hits that target with a weapon attack, it takes an extra 1d6 damage from that weapon. In addition, whenever the target forces the monster slayer to make a saving throw and whenever the monster slayer makes an ability check to escape that target's grapple, it can add 1d6 to its roll.

Spellcasting. The monster slayer is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following ranger spells prepared:

1st level (4 slots): *ensnaring strike, hunter's mark, zephyr strike*
2nd level (3 slots): *cordon of arrows, spike growth*
3rd level (3 slots): *conjure barrage, flame arrows*

ACTIONS

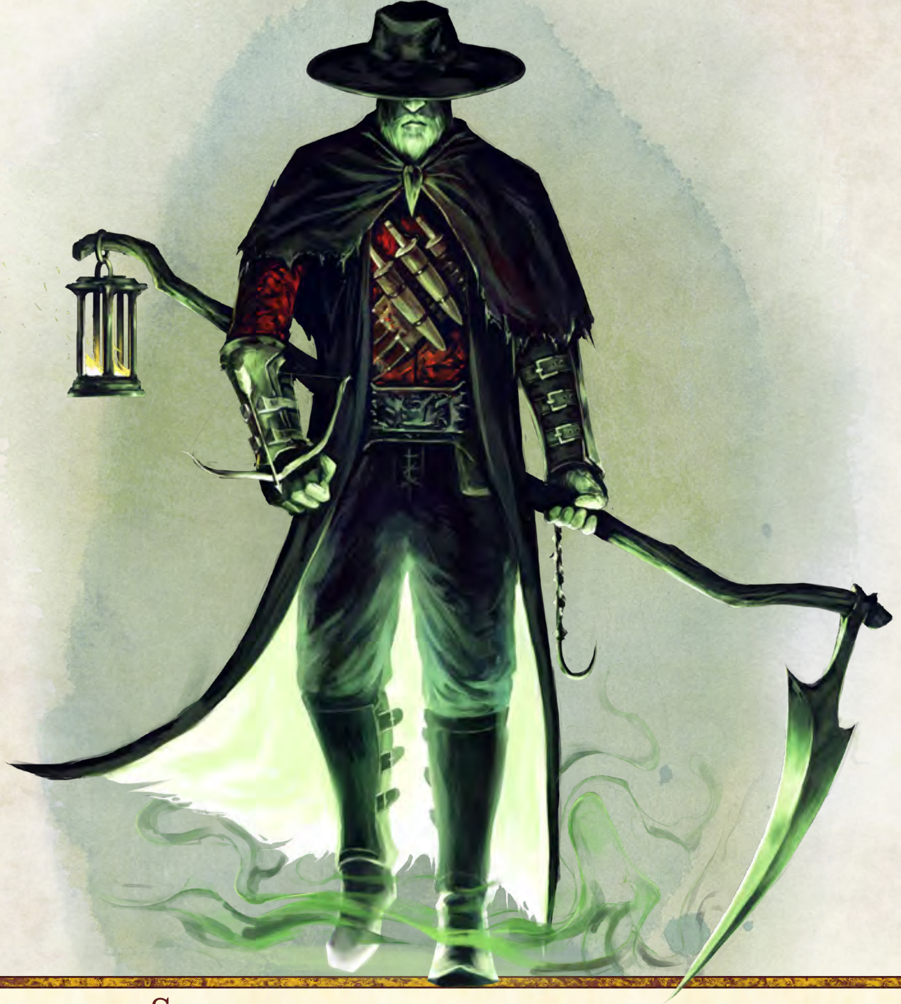
Multiattack. The monster slayer makes three melee attacks: two with its longsword and one with its handaxe. Alternatively, it can make two longbow attacks.

+1 Longsword. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

+1 Handaxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

+1 Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage and the creature has disadvantage on the saving throw it makes to maintain its concentration.

Hunter's Sense (2/Day). The monster slayer chooses one creature it can see within 60 feet of it. It immediately learns whether the creature has any damage immunities, resistances, or vulnerabilities and what they are. If the creature is hidden from divination magic, it will sense that it has no damage immunities, resistances, or vulnerabilities.



ELITE MONSTER SLAYER

Medium humanoid (any), any alignment

Armor Class 18 (*+2 studded leather*)
Hit Points 170 (20d8 + 80)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	10 (+0)	16 (+3)	10 (+0)

Saving Throws Str +8, Dex +8, Con +8
Skills Perception +7, Survival +7
Senses passive Perception 17
Languages any one language (usually Common)
Challenge 11 (7,200 XP)

Slayer's Prey (Recharges after a Short or Long Rest). As a bonus action, the monster slayer designates one creature it can see within 60 feet of it. The first time each turn that the monster slayer hits that target with a weapon attack, it takes an extra 1d6 damage from that weapon. In addition, whenever the target forces the monster slayer to make a saving throw and whenever the monster slayer makes an ability check to escape that target's grapple, it can add 1d6 to its roll.

Spellcasting. The monster slayer is a 20th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It has the following ranger spells prepared:

1st level (4 slots): *ensnaring strike, hunter's mark, zephyr strike*
2nd level (3 slots): *cordon of arrows, spike growth*
3rd level (3 slots): *conjure barrage, flame arrows*
4th level (3 slots): *banishment, guardian of nature,*
5th level (2 slots): *hold monster, steel wind strike*

ACTIONS

Multiattack. The monster slayer makes two scythe attacks.

+2 Scythe. *Melee Weapon Attack*: +10 to hit, reach 10 ft., one target. *Hit:* 11 (1d10 + 6) slashing damage plus 14 (4d6) necrotic damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0.

+2 Hand Crossbow. *Ranged Weapon Attack:* +10 to hit, range 30/120 ft., one target. *Hit:* 9 (1d6 + 6) piercing damage plus 14 (4d6) necrotic damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0.

Hunter's Sense (3/Day). The monster slayer chooses one creature it can see within 60 feet of it. It immediately learns whether the creature has any damage immunities, resistances, or vulnerabilities and what they are. If the creature is hidden from divination magic, it will sense that it has no damage immunities, resistances, or vulnerabilities.

REACTIONS

Slayer's Counter. If the target of the monster slayer's Slayer's Prey forces the monster slayer to make a saving throw, the monster slayer can make one weapon attack against the target. The monster slayer makes this attack immediately before making the saving throw. If the attack hits, the monster slayer's save automatically succeeds, in addition to the attack's normal effects.

Magic-User's Nemesis (Recharges after a Short or Long Rest). When the monster slayer sees a creature casting a spell or teleporting within 60 feet of it, it can use your reaction to try to magically foil it. The creature must succeed on a Wisdom saving throw against the monster slayer's spell save DC, or its spell or teleport fails and is wasted.

SHARPSHOOTERS

Sharpshooters are the highly-skilled archers that rarely miss, and are able to make incredible shots. Their arrows hit with deadly accuracy, striking those that are even protected by cover.

SHARPSHOOTER

Medium humanoid (any), any alignment

Armor Class 16 (studded leather)
Hit Points 45 (7d8 + 14)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	10 (+0)	14 (+2)	10 (+0)

Saving Throws Str +2, Dex +6, Con +4
Skills Perception +4, Survival +4
Senses passive Perception 14
Languages any one language (usually Common)
Challenge 3 (700 XP)

Action Surge (Recharges after a Short or Long Rest). The sharpshooter can take one additional action on top of its regular action and possible bonus action.

Archery. The sharpshooter has a +2 bonus to ranged weapon attack rolls (included in the attack).

Careful Eyes. The sharpshooter can use a bonus action to perform a Search action.

Sharpshooter. The sharpshooter's ranged weapon attacks ignore half cover and three-quarters cover and attacking at long range doesn't impose disadvantage on the sharpshooter's ranged weapon attack rolls.

Steady Aim (3/Day). As a bonus action, the sharpshooter takes careful aim at a creature it can see within range of its ranged weapon. Until the end of its turn, the sharpshooter deals an extra 5 damage with each of its ranged weapon attacks against the target.

ACTIONS

Multiattack. The sharpshooter makes two longbow attacks or two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Longbow. *Ranged Weapon Attack:* +8 to hit, range 150/600 ft., one creature. *Hit:* 8 (1d8 + 4) piercing damage.

ELITE SHARPSHOOTER

Medium humanoid (any), any alignment

Armor Class 18 (*+1 studded leather*)
Hit Points 127 (17d8 + 51)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	16 (+3)	10 (+0)	16 (+3)	10 (+0)

Saving Throws Str +3, Dex +8, Con +6
Skills Perception +6, Survival +6
Senses passive Perception 16
Languages any one language (usually Common)
Challenge 8 (3,900 XP)

Action Surge (Recharges after a Short or Long Rest). The sharpshooter can take one additional action on top of its regular action and possible bonus action.

Archery. The sharpshooter has a +2 bonus to ranged weapon attack rolls (included in the attack).

Careful Eyes. The sharpshooter can use a bonus action to perform a Search action.

Close Quarters Shooting. Making a ranged attack roll while within 5 feet of an enemy doesn't impose disadvantage on the sharpshooter's roll. In addition, if the sharpshooter hit a creature within 5 feet of it with a ranged attack on its turn, that creature can't take reactions until the end of this turn.

Sharpshooter. The sharpshooter's ranged weapon attacks ignore half cover and three-quarters cover and attacking at long range doesn't impose disadvantage on the sharpshooter's ranged weapon attack rolls.

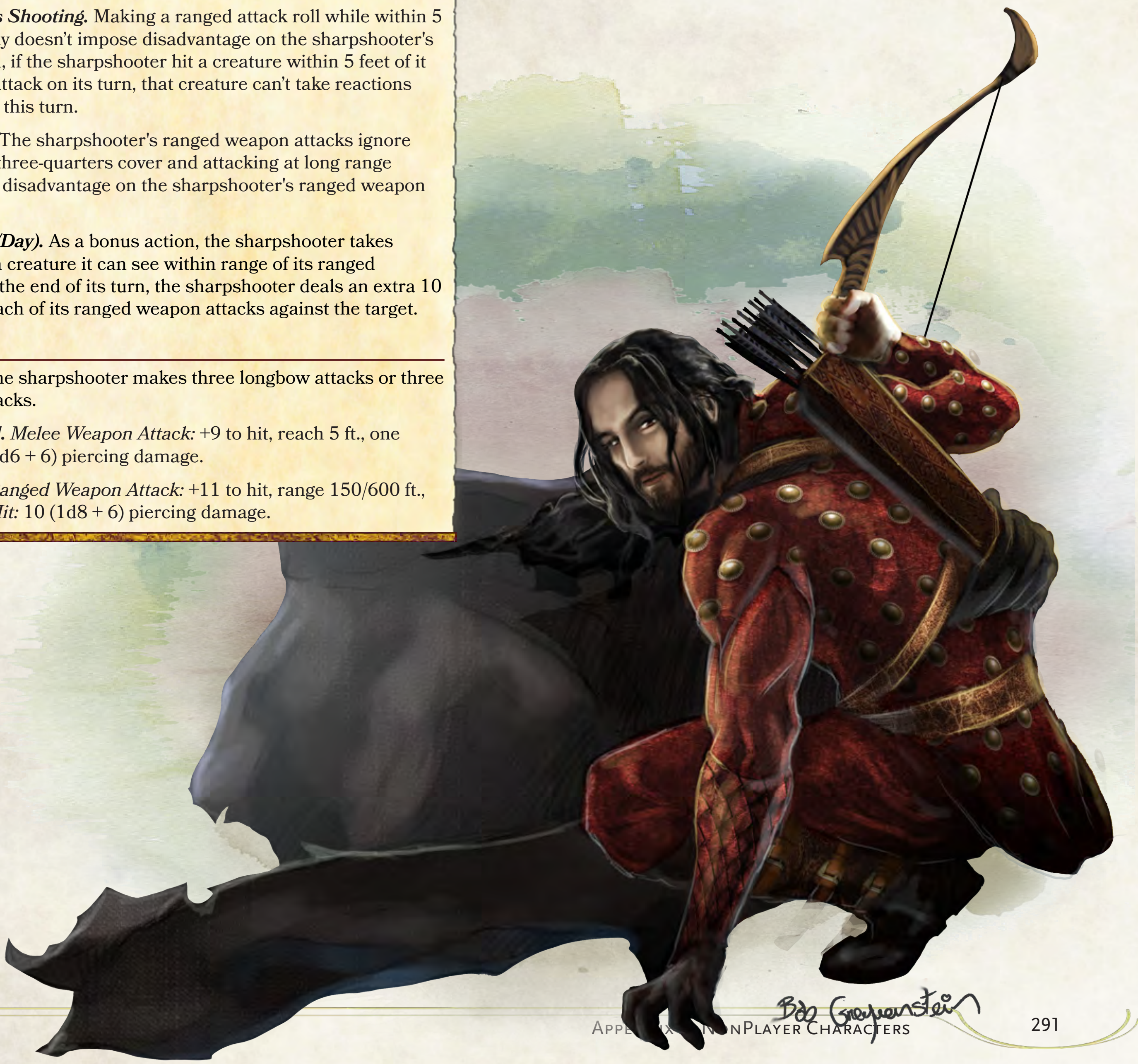
Steady Aim (3/Day). As a bonus action, the sharpshooter takes careful aim at a creature it can see within range of its ranged weapon. Until the end of its turn, the sharpshooter deals an extra 10 damage with each of its ranged weapon attacks against the target.

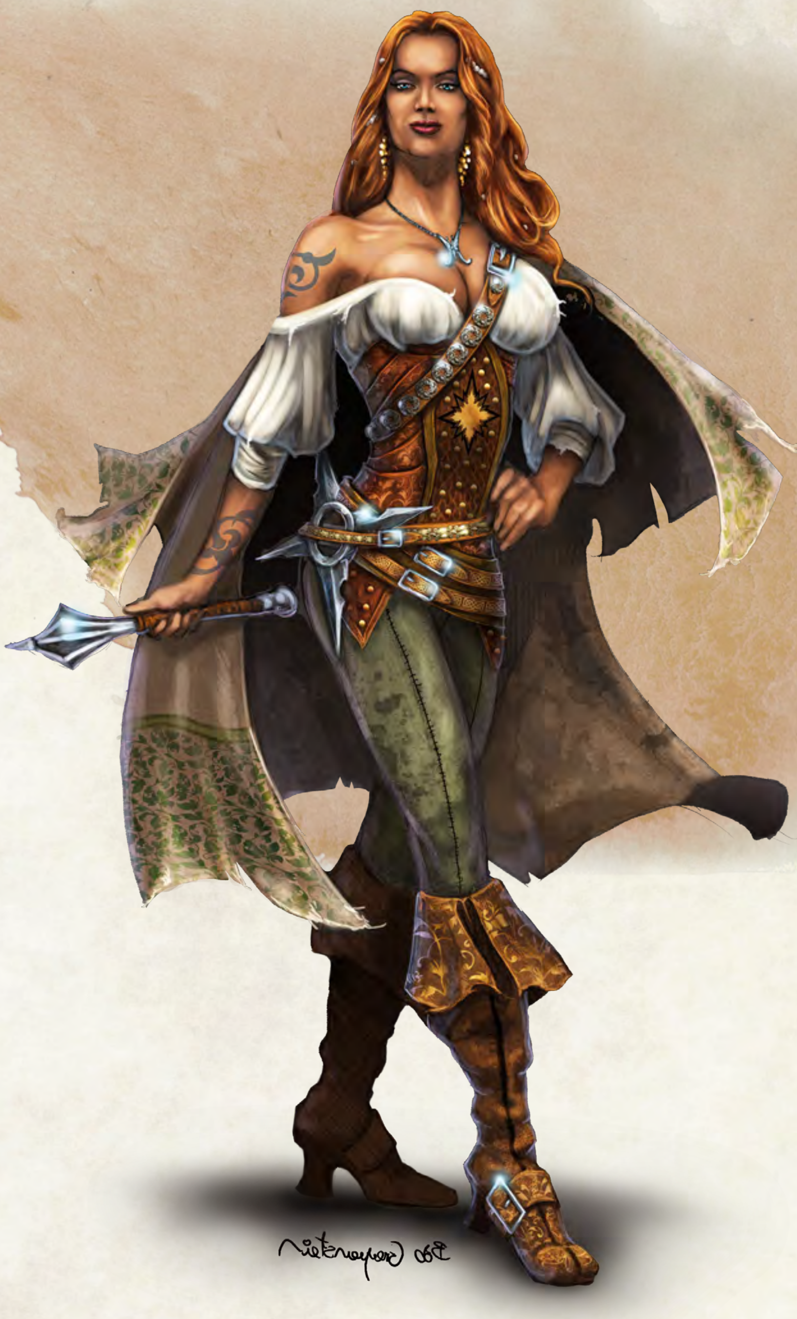
ACTIONS

Multiattack. The sharpshooter makes three longbow attacks or three shortsword attacks.

+1 Shortsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) piercing damage.

+1 Longbow. *Ranged Weapon Attack:* +11 to hit, range 150/600 ft., one creature. *Hit:* 10 (1d8 + 6) piercing damage.





War Casters

War casters are wizards who also train as fighters. They have adapted to use their magic while in close quarters combat, able to maintain concentrate better and follow up their spells with a weapon attack.

War Caster

Medium humanoid (any), any alignment

Armor Class 14 (studded leather)
Hit Points 71 (11d8 + 22)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	16 (+3)	10 (+0)	10 (+0)

Saving Throws Int +6, Wis +3
Skills Arcana +6, Perception +3
Senses passive Perception 13
Languages any four languages (usually Common)
Challenge 5 (1,800 XP)

Battle Concentration. The war caster has advantage on Constitution saving throws that it makes to maintain concentration on a spell when it takes damage.

Spellcasting. The war caster is a 6th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, + 6 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips: *fire bolt, mage hand, prestidigitation, true strike*
1st level (4 slots): *burning hands, magic missile, shield*
2nd level (3 slots): *blur, misty step, scorching ray*
3rd level (3 slots): *fireball, thunder step, vampiric touch*

War Magic. When the war caster uses its action to cast a spell, it can make one melee attack as a bonus action.

Actions

Multiattack. The war caster makes two melee attacks.

Mace. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Reactions

Opportunity Spell. When a hostile creature's movement provokes an opportunity attack from the war caster, it can use its reaction to cast a spell at the creature, rather than making an opportunity attack. The spell must have a casting time of 1 action and must target only that creature.

Elite War Caster

Medium humanoid (any), any alignment

Armor Class 17 (*+2 chain shirt*)
Hit Points 150 (20d8 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	18 (+4)	10 (+0)	10 (+0)

Saving Throws Con +7, Int +8, Wis +4
Skills Arcana +8, Perception +4
Senses passive Perception 14
Languages any five languages (usually Common)
Challenge 11 (7,200 XP)

Battle Concentration. The war caster has advantage on Constitution saving throws that it makes to maintain concentration on a spell when it takes damage.

Spellcasting. The war caster is a 13th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, + 8 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips: *fire bolt, mage hand, prestidigitation, true strike*
1st level (4 slots): *burning hands, magic missile, shield*
2nd level (3 slots): *Aganazzar's scorcher, misty step, scorching ray*
3rd level (3 slots): *counterspell, fireball, thunder step, vampiric touch*
4th level (3 slots): *greater invisibility, ice storm, stoneskin*
5th level (2 slots): *cone of cold, steel wind strike*
6th level (1 slot): *globe of invulnerability*
7th level (1 slot): *prismatic spray*

War Magic. When the war caster uses its action to cast a spell, it can make one melee attack as a bonus action.

Actions

Multiattack. The war caster makes two melee attacks.

+1 Longsword. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Reactions

Opportunity Spell. When a hostile creature's movement provokes an opportunity attack from the war caster, it can use its reaction to cast a spell at the creature, rather than making an opportunity attack. The spell must have a casting time of 1 action and must target only that creature.

WAR CHANTER

Medium humanoid (any), any alignment

Armor Class 15 (studded leather)
Hit Points 44 (8d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	10 (+0)	12 (+1)	16 (+3)

Saving Throws Dex +5, Cha +5
Skills Intimidation +7, Perception +3, Performance +7
Senses passive Perception 13
Languages any one language (usually Common)
Challenge 4 (1,100 XP)

Spellcasting. The war chanter is a 7th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following bard spells prepared:

Cantrips (at will): *minor illusion, thunderclap, vicious mockery*
1st level (4 slots): *dissonant whispers, healing word, thunderwave*
2nd level (3 slots): *enhance ability, enthrall, shatter*
3rd level (3 slots): *dispel magic, enemies abound*
4th level (2 slots): *confusion, hallucinatory terrain*

War Chant. As a bonus action, the war chanter can perform a war chant that lasts until the start of the war chanter's next turn. The war chanter can select from one of three effects:

1. Chant of Dread. Provided the war chanter isn't incapacitated, an enemy that starts its turn within 60 feet of the war chanter and can hear the war chanter must succeed on a DC 13 Wisdom saving throw or become frightened until the end the start of its next turn. If a creature's saving throw is successful, the creature is immune to the war chanter's Chant of Dread for the next 24 hours.

2. Chant of Ferocity. Provided the war chanter isn't incapacitated, an ally that starts its turn within 60 feet of the war chanter and can hear the war chanter gains advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

3. Chant of Resolve. Provided the war chanter isn't incapacitated, an ally that starts its turn within 60 feet of the war chanter and can hear the war chanter gains advantage on saving throws against being charmed and frightened until the start of its next turn.

ACTIONS

Multiattack. The war chanter makes two melee attacks or two ranged attacks.

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

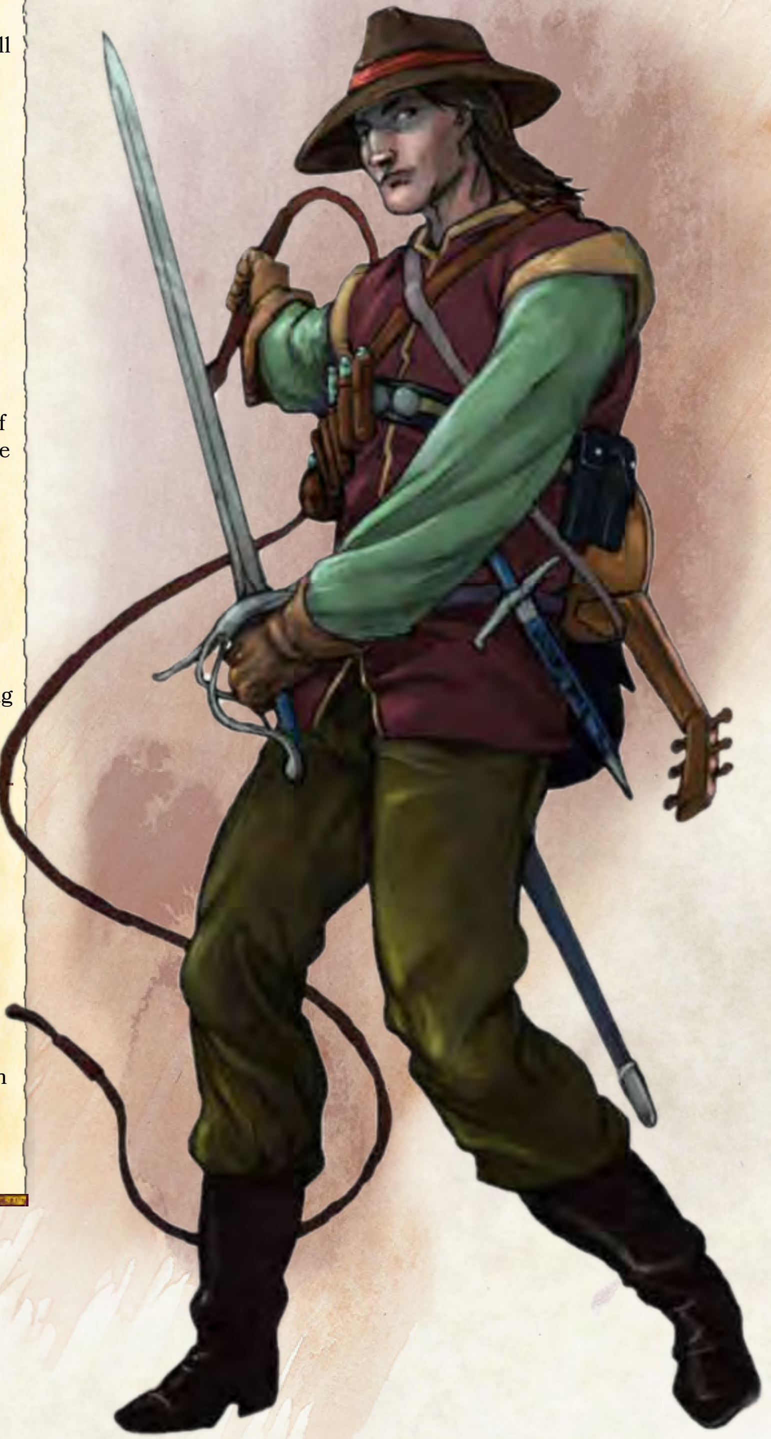
Whip. *Melee Weapon Attack*: +5 to hit, reach 10 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage.

Incite Allies (Recharges after a Long Rest). Up to three allies within 60 feet of the war chanter and can hear the war chanter can use its reaction to move up to half its speed and make one melee weapon attack.

WAR CHANTERS

War Chanters are bards that focuses on inspiring others to excel in combat or demoralize foes. They are capable warriors but they are valued for their ability to incite allies and weave bardic magic.



ELITE WAR CHANTER

Medium humanoid (any), any alignment

Armor Class 17 (*+1 breastplate*)
Hit Points 97 (13d8 + 39)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	10 (+0)	12 (+1)	18 (+4)

Saving Throws Dex +5, Cha +7
Skills Intimidation +7, Perception +4, Performance +7
Senses passive Perception 14
Languages any one language (usually Common)
Challenge 8 (3,900 XP)

Spellcasting. The war chanter is a 13th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It has the following bard spells prepared:

Cantrips (at will): *minor illusion, thunderclap, vicious mockery*
1st level (4 slots): *dissonant whispers, healing word, thunderwave*
2nd level (3 slots): *enhance ability, enthrall, shatter*
3rd level (3 slots): *dispel magic, major image, enemies abound*
4th level (2 slots): *freedom of movement, hallucinatory terrain*
5th level (2 slots): *hold monster, mass cure wounds*
6th level (1 slot): *Otto's irresistible dance*
7th level (1 slot): *resurrection*

War Chant. As a bonus action, the war chanter can perform a war chant that lasts until the start of the war chanter's next turn. The war chanter can select from one of three effects:

1. Chant of Dread. Provided the war chanter isn't incapacitated, an enemy that starts its turn within 60 feet of the war chanter and can hear the war chanter must succeed on a DC 15 Wisdom saving throw or become frightened until the end the start of its next turn. If a creature's saving throw is successful, the creature is immune to the war chanter's Chant of Dread for the next 24 hours.

2. Chant of Ferocity. Provided the war chanter isn't incapacitated, an ally that starts its turn within 60 feet of the war chanter and can hear the war chanter gains advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

3. Chant of Resolve. Provided the war chanter isn't incapacitated, an ally that starts its turn within 60 feet of the war chanter and can hear the war chanter gains advantage on saving throws against being charmed and frightened until the start of its next turn.

ACTIONS

Multiattack. The war chanter makes two melee attacks or two ranged attacks.

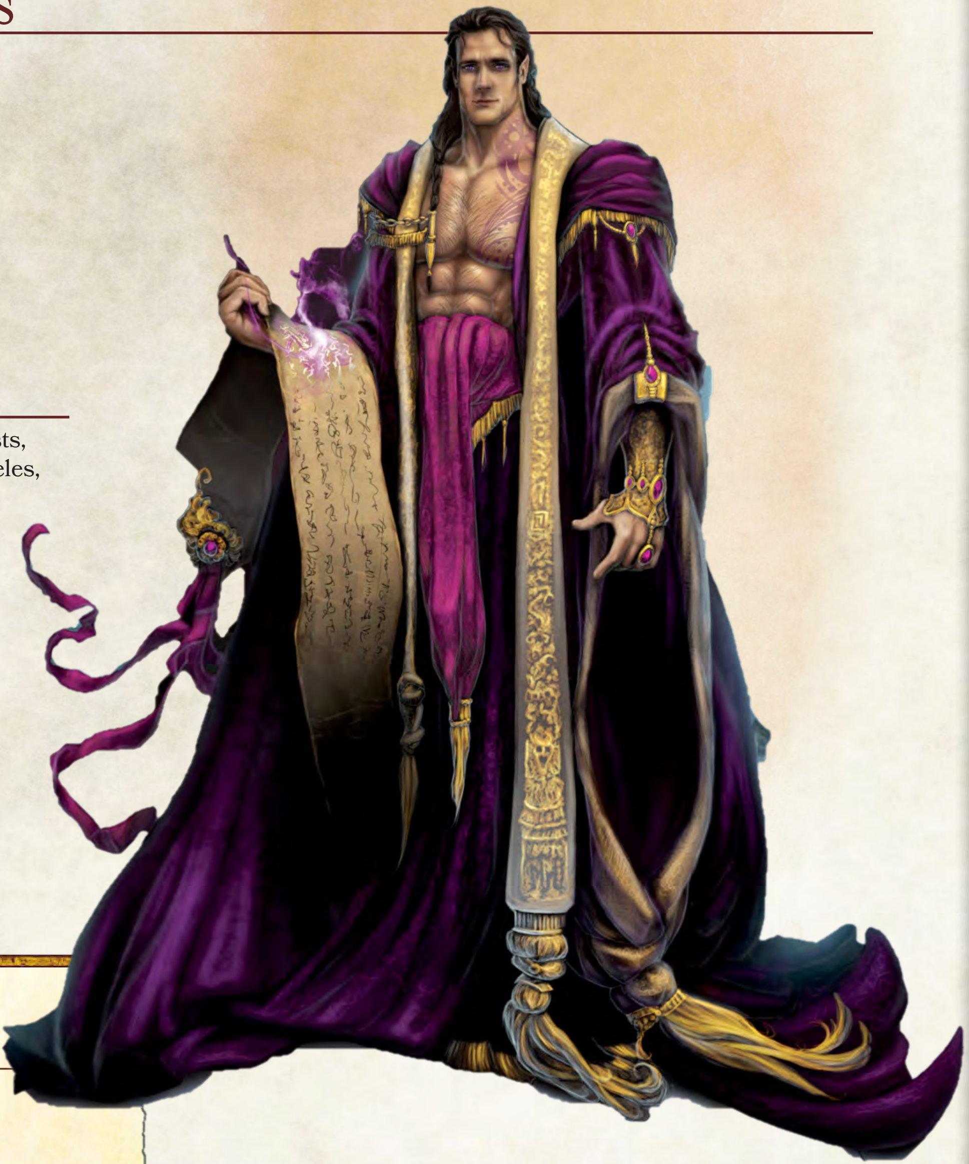
+1 Longword. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

+1 Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage.

Incite Allies (Recharges after a Long Rest). Up to four allies within 60 feet of the war chanter and can hear the war chanter can use its reaction to move up to half its speed and make one melee weapon attack.

Bolster Allies (Recharges after a Long Rest). Up to four allies within 60 feet of the war chanter and can hear the war chanter gain 30 temporary hit points. The temporary hit points last for 1 minute.

APPENDIX B: CULTISTS



CULTISTS

Presented in this section are cultist priests, high priests, and exarchs of Asmodeus, Demogorgon, Mephistopheles, and Orcus.

CULT PRIEST OF ASMODEUS

Medium humanoid (any), lawful evil

Armor Class 13 (studded leather)
Hit Points 27 (5d8 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	14 (+2)	16 (+3)	15 (+2)

Saving Throws Wis +5, Cha +4
Skills Persuasion +6, Religion +4
Senses passive Perception 13
Languages any two languages (usually Common)
Challenge 2 (450 XP)

Dominance of Nessus (1/Day). Saving throws made against the next enchantment spell cast by the cult priest this turn are made with disadvantage.

Spellcasting. The cult priest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *guidance, sacred flame, toll the dead, thaumaturgy*
1st level (4 slots): *bane, command, charm person, cure wounds, inflict wounds, sanctuary*
2nd level (3 slots): *hold person, enthrall, suggestion, spiritual weapon*
3rd level (2 slots): *bestow curse, fear, spirit guardians, tongues*

ACTIONS

Red Sceptre (Mace). *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage plus 4 (1d8) psychic damage.

CULTISTS OF ASMODEUS

The Cult of Asmodeus is the largest and most feared of the diabolical cults. While other cults may worship different archdevils, they must still acknowledge Asmodeus as the supreme leader that holds power over them.

Power and Wealth. Although the cult may have fiendish and monstrous members, majority of its sects are secretly located in civilized human cities and a few from the other fair races. Those who join the cult mostly use the membership to take advantage of the Cult's political reach and deep resources to gain wealth and power. As such, a large number of members are local politicians, merchants, and noblemen.

Shrewd Negotiators. However, some do join in hopes of following the ideology of Asmodeus and become priests. Like Asmodeus, the cultists see themselves cut above the rest, and are often regarded by others as arrogant, cruel, and elitist. But despite these negative qualities, majority of their membership are very sharp, intuitive, and very skillful diplomats, forming secret alliances and lucrative trade deals with various organizations, legitimate or not. They have been mostly successful due to their ability to use Dominance of Nessus, as well as their array of coercive spells. If they encounter a threat or problem, they rarely act on it themselves. Instead, they use or leverage other individuals, organizations, or cults to take care of it.

Cult High Priest of Asmodeus

Medium humanoid (any), lawful evil

Armor Class 15 (*+1 studded leather*)
Hit Points 60 (11d8 + 11)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	14 (+2)	18 (+4)	16 (+3)

Saving Throws Wis +7, Cha +6
Skills Insight +7, Persuasion +9, Religion +5
Senses passive Perception 14
Languages any three languages (usually Common)
Challenge 6 (2,300 XP)

Demands of Nessus. At the start of each of the cult high priest's turns, it can choose one ally it can see within 30 feet of it. The chosen ally loses 10 hit points, and the cult high priest regains the same number of hit points. If the cult high priest is incapacitated, it makes no choice; instead, the closest ally within 30 feet is the chosen ally.

Dominance of Nessus (1/Day). Saving throws made against the next enchantment spell cast by the cult high priest this turn are made with disadvantage.

Spellcasting. The cult high priest is an 11th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *guidance, mending, sacred flame, thaumaturgy, toll the dead*
1st level (4 slots): *bane, command, charm person, cure wounds, inflict wounds, sanctuary*
2nd level (3 slots): *hold person, enthrall, suggestion, spiritual weapon*
3rd level (3 slots): *bestow curse, fear, spirit guardians, tongues*
4th level (3 slots): *banishment, confusion, dominate beast, guardian of faith*
5th level (2 slots): *dominate person, flame strike, geas, planar binding*
6th level (1 slot): *forbiddance, mass suggestion, planar ally, word of recall*

Actions

+1 Red Sceptre (Mace). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 9 (2d8) psychic damage.

Cult Exarch of Asmodeus

Medium humanoid (any), lawful evil

Armor Class 16 (*+2 studded leather*)
Hit Points 130 (20d8 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	14 (+2)	20 (+5)	16 (+3)

Saving Throws Dex +6, Wis +9, Cha +7
Skills Insight +9, Persuasion +11, Religion +6
Senses passive Perception 15
Languages any three languages (usually Common)
Challenge 12 (8,400 XP)

Demands of Nessus. At the start of each of the cult exarch's turns, it can choose one ally it can see within 30 feet of it. The chosen ally loses 10 hit points, and the cult exarch regains the same number of hit points. If the cult exarch is incapacitated, it makes no choice; instead, the closest ally within 30 feet is the chosen ally.

Dominance of Nessus (1/Day). Saving throws made against the next enchantment spell cast by the cult exarch this turn are made with disadvantage.

Spellcasting. The cult exarch is an 20th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *guidance, mending, sacred flame, thaumaturgy, toll the dead*
1st level (4 slots): *bane, command, charm person, cure wounds, inflict wounds, sanctuary*
2nd level (3 slots): *hold person, enthrall, suggestion, spiritual weapon*
3rd level (3 slots): *bestow curse, fear, spirit guardians, tongues*
4th level (3 slots): *banishment, confusion, dominate beast, guardian of faith*
5th level (3 slots): *dominate person, flame strike, geas, planar binding*
6th level (2 slots): *forbiddance, mass suggestion, planar ally, word of recall*
7th level (2 slots): *divine word, project image, symbol*
8th level (1 slot): *antimagic field, unholy aura**
9th level (1 slot): *gate, mass heal*
* (see Appendix C. New Spells)

Word of Submission (Recharge 5-6). As a bonus action, the cult exarch channels the voice of Asmodeus through a word of power. Each creature of the cult exarch's choice that is within 60 feet of it, can hear it, and not already affected by Word of Submission must succeed on a DC 17 Wisdom saving throw. On a failed save, the creature takes 18 (4d8) psychic damage and must kneel and bow until the end of the cult exarch's next turn. Until this kneeling and bowing ends, the target can't take actions or reactions, and its speed is 0 and can't be increased. If a creature's saving throw is successful, the creature is immune to Word of Submission for the next 24 hours. On a successful save, the creature takes half as much damage.

Actions

Ruby Sceptre (+2 Mace). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 13 (3d8) psychic damage and the target must succeed on a DC 17 Wisdom saving throw. On a failed save, the creature must kneel and bow until the end of the cult exarch's next turn. Until this kneeling and bowing ends, the target can't take actions or reactions, and its speed is 0 and can't be increased.

CULTISTS OF DEMOGORGON

The Cult of Demogorgon is not a true organization. Instead, it is a set of loosely connected covens of various sizes. Majority of the cultists are fiends and intelligent aberrations. Their humanoid members are comprised of mostly bandits, thugs, and social outcasts They do have two common sets of attributes - all share some form of deformity and a level of deranged sociopathy. Most, if not all, are psychopaths.

Double Headed. Each coven is often led by two heads, each symbolizing demogorgon's twin heads, Aameul and Hathradiah. These two heads lead separate groups, each with their own objectives. They clash with each other as often as they cooperate together. While their methods are not efficient, the horrific trail of bodies they leave sow chaos and fear in most civilized lands.

CULT PRIEST OF DEMOGORGON

Medium humanoid (any), chaotic evil

Armor Class 14 (studded leather)
Hit Points 32 (5d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	11 (+0)	15 (+2)	14 (+2)

Saving Throws Wis +4, Cha +4
Skills Perception +4, Religion +2
Senses passive Perception 14
Languages any one language (usually Common)
Challenge 2 (450 XP)

Spellcasting. The cult priest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12). It has the following cleric spells prepared:

Cantrips (at will): *minor illusion, poison spray, toll the dead, thaumaturgy*
1st level (4 slots): *arms of Hadar, bane, command, inflict wounds, Tasha's hideous laughter*
2nd level (3 slots): *blindness/deafness, crown of madness, enthrall, hold person*
3rd level (2 slots): *bestow curse, dispel magic, fear, major image*

ACTIONS

Multiattack. The cult priest makes one melee attack. It also uses Insanity Gaze, if available.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Insanity Gaze (Recharges 5-6). The cult priest fixes its gaze on one creature it can see within 30 feet of it. The target must succeed on DC 12 Wisdom saving throw or suffer the effect of the *confusion* spell without making a saving throw. The effect lasts until the start of the cult priest's next turn.

CULT HIGH PRIEST OF DEMOGORGON

Medium humanoid (any), chaotic evil

Armor Class 16 (*+1 studded leather*)
Hit Points 71 (11d8 + 22)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	12 (+1)	17 (+3)	16 (+3)

Saving Throws Wis +6, Cha +6
Skills Perception +6, Religion +4
Senses passive Perception 16
Languages any two languages (usually Common)
Challenge 6 (2,300 XP)

Spellcasting. The cult high priest is an 11th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14). It has the following cleric spells prepared:

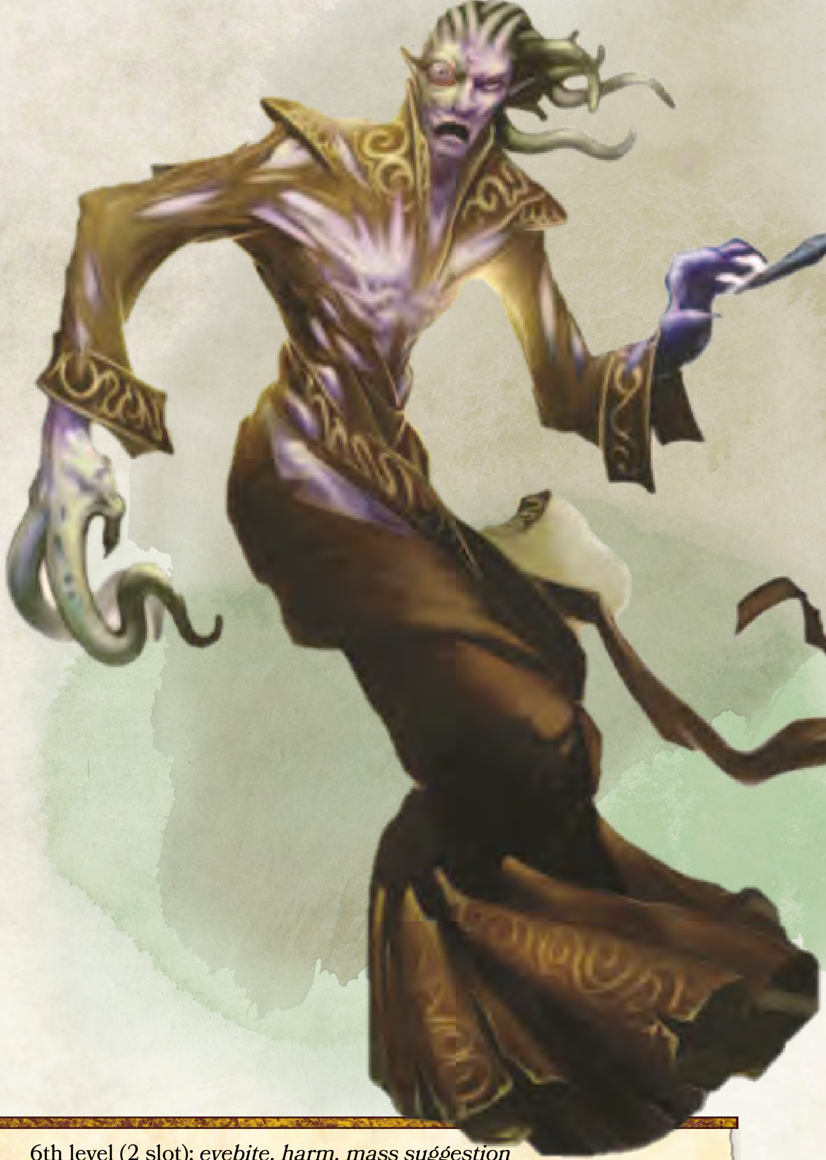
Cantrips (at will): *minor illusion, poison spray, toll the dead, thaumaturgy*
1st level (4 slots): *arms of Hadar, bane, command, inflict wounds, Tasha's hideous laughter*
2nd level (3 slots): *blindness/deafness, crown of madness, enthrall, hold person*
3rd level (3 slots): *bestow curse, dispel magic, fear, major image*
4th level (3 slots): *control water, confusion, Evard's black tentacles, guardian of faith*
5th level (2 slots): *contagion, dominate person, flame strike, telekinesis*
6th level (1 slot): *eyebite, harm, mass suggestion*

ACTIONS

Multiattack. The cult high priest makes one melee attack. It also uses Maddening Gaze, if available.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must succeed on a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Maddening Gaze (Recharges 4-6). The cult high priest fixes its gaze on one creature it can see within 30 feet of it. The target must succeed on DC 14 Wisdom saving throw. On a failed saving throw, roll 1d6. On a roll of 1-3, the target suffers the effect of the *confusion* spell without making a saving throw. On a roll of 4-6, the target is stunned. Either effect lasts until the start of the cult priest's next turn.



Cult Head of Demogorgon

High priests who have proven themselves worthy of Demogorgon are gifted by the demon prince with deformities, most commonly sprouting an extra grotesque limb or an arm that mutates into a tentacle. These deformities imbue the high priests with additional abilities which eventually allows them to take the position of exarch.

Cult Head of Demogorgon

Medium humanoid (any), chaotic evil

Armor Class 17 (*+2 studded leather*)
Hit Points 150 (20d8 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	12 (+1)	19 (+4)	18 (+4)

Saving Throws Con +7, Wis +8, Cha +8
Skills Perception +8, Religion +5
Senses passive Perception 18
Languages any two languages (usually Common)
Challenge 11 (7,200 XP)

Spellcasting. The cult head is a 20th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16). It has the following cleric spells prepared:

Cantrips (at will): *minor illusion, poison spray, toll the dead, thaumaturgy*
1st level (4 slots): *arms of Hadar, bane, command, inflict wounds, Tasha's hideous laughter*
2nd level (3 slots): *blindness/deafness, crown of madness, enthrall, hold person*
3rd level (3 slots): *bestow curse, dispel magic, fear, major image*
4th level (3 slots): *control water, confusion, Evard's black tentacles, guardian of faith*
5th level (3 slots): *contagion, dominate person, flame strike, telekinesis*
6th level (2 slot): *eyebite, harm, mass suggestion*
7th level (2 slots): *divine word, finger of death, symbol*
8th level (1 slot): *antimagic field, unholy aura**
9th level (1 slot): *gate, true resurrection*
* (see Appendix C. New Spells)

Actions

Multiattack. The cult head uses its Maddening Gaze. It then makes two melee attacks: one with its tentacle and one with its dagger. Alternatively, it can make one melee attack and cast one spell.

+1 Dagger. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage, and the target must succeed on a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

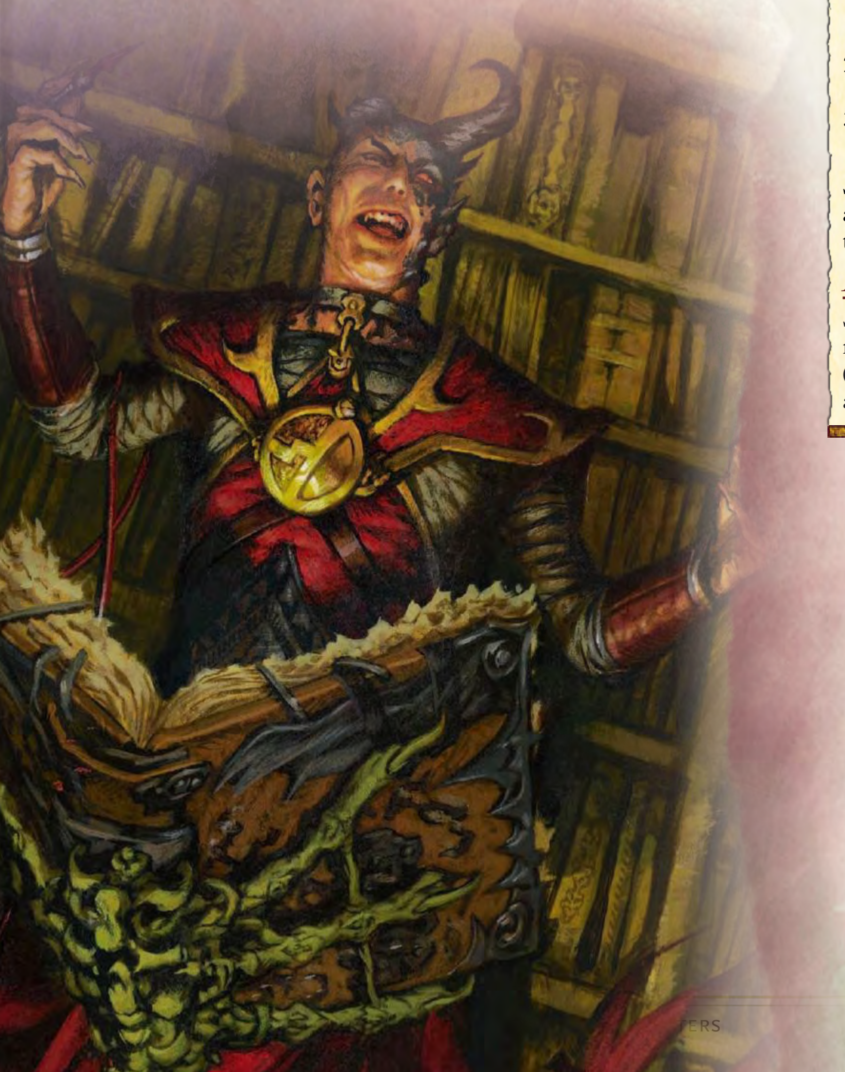
Tentacle. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 9 (2d8) necrotic damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0.

Maddening Gaze. The cult head fixes its gaze on one creature it can see within 30 feet of it. The target must succeed on DC 16 Wisdom saving throw. On a failed saving throw, roll 1d6. On a roll of 1-3, the target suffers the effect of the *confusion* spell without making a saving throw. On a roll of 4-6, the target is stunned. Either effect lasts until the start of the cult head's next turn.

CULTISTS OF MEPHISTOPHELES

Centuries ago Mephistopheles discovered and harnessed hellfire, a new magical fiery substance of his design. He has since abandoned it for other projects, but his cultists continued to use the name for its members.

Knowledge Collectors. Majority of the cult's members are mages, sages, and scholars that seek long-lost or forbidden knowledge that they normally can't access themselves. The members work tirelessly to accumulate such knowledge, and scheme to acquire more. When news of an important discovery reaches them - such as finding an ancient set of elven ruins or a legendary archmage's tomb, the cult mobilizes immediately and sends its cadre of hellfire disciples and stewards to get to the location and deal with anyone that would challenge them from plundering the place.



HELLFIRE DISCIPLE

Medium humanoid (any), lawful evil

Armor Class 13 (studded leather)
Hit Points 27 (5d8 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	14 (+2)	15 (+2)	10 (+0)

Saving Throws Wis +4, Cha +2
Skills Arcana +4, Religion +4
Senses passive Perception 12
Languages any three languages (usually Common)
Challenge 3 (700 XP)

Hellfire Magic. A creature that takes fire damage from the hellfire disciple's spells becomes vulnerable to fire damage until the start of its next turn.

Spellcasting. The hellfire disciple is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12). It has the following cleric spells prepared:

Cantrips (at will): *guidance, mending, fire bolt, thaumaturgy*
1st level (4 slots): *bane, burning hands, command, cure wounds, inflict wounds, sanctuary, shield*
2nd level (3 slots): *flaming sphere, hold person, scorching ray, spiritual weapon*
3rd level (2 slots): *bestow curse, fireball, major image, glyph of warding*

Spellshield. The hellfire disciple has advantage on saving throws against spells. If it succeeds on such a saving throw, it gains temporary hit points equal to the spell's level.

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Hellfire Steward

Medium humanoid (any), lawful evil

Armor Class 14 (*+1 studded leather*)
Hit Points 71 (11d8 + 22)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	14 (+2)	16 (+3)	17 (+3)	10 (+0)

Saving Throws Wis +6, Cha +3
Skills Arcana +6, Religion +6
Senses passive Perception 13
Languages any four languages (usually Common)
Challenge 6 (2,300 XP)

Hellfire Magic. A creature that takes fire damage from the hellfire steward's spells becomes vulnerable to fire damage until the start of its next turn.

Spell Leech. As a bonus action, the hellfire steward can choose one ally it can see within 30 feet of it. The target loses its lowest-level spell slot, and the hellfire steward gains it.

Spellcasting. The hellfire steward is a 11th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *guidance, mage hand, mending, fire bolt, thaumaturgy*
1st level (4 slots): *bane, burning hands, command, cure wounds, inflict wounds, sanctuary, shield*
2nd level (3 slots): *flaming sphere, hold person, scorching ray, spiritual weapon*
3rd level (3 slots): *bestow curse, fireball, major image, glyph of warding*
4th level (3 slots): *banishment, wall of fire, guardian of faith, polymorph*
5th level (2 slots): *cone of cold, legend lore, scrying, telekinesis*
6th level (1 slot): *chain lightning, find the path, true seeing*

Spellshield. The hellfire steward has advantage on saving throws against spells. If it succeeds on such a saving throw, it gains temporary hit points equal to the spell's level.

ACTIONS

+1 Hellfire Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack, plus 7 (2d6) fire damage and the target gains vulnerability to fire until the end of the hellfire steward's next turn.

Hellfire Master

Medium humanoid (any), lawful evil

Armor Class 16 (*+2 studded leather*)
Hit Points 130 (20d8 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	18 (+4)	19 (+4)	10 (+0)

Saving Throws Dex +6, Wis +8, Cha +4
Skills Arcana +8, Religion +8
Senses passive Perception 14
Languages any four languages (usually Common)
Challenge 11 (7,200 XP)

Hellfire Magic. A creature that takes fire damage from the hellfire master's spells becomes vulnerable to fire damage until the start of its next turn.

Spell Leech. As a bonus action, the hellfire master can choose one ally it can see within 30 feet of it. The target loses its lowest-level spell slot, and the hellfire master gains it.

Spellcasting. The hellfire master is a 20th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). It has the following cleric spells prepared:

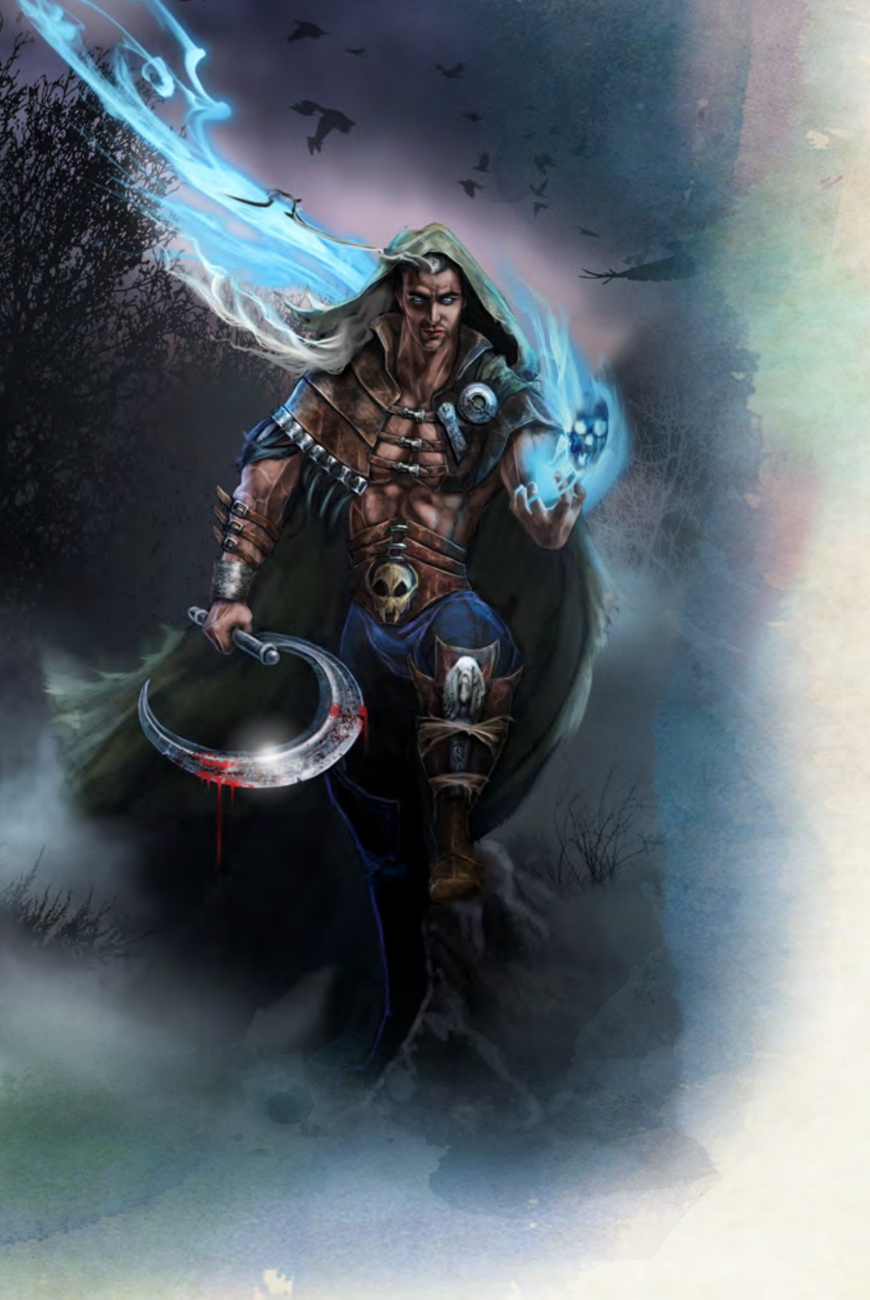
Cantrips (at will): *guidance, mage hand, mending, fire bolt, thaumaturgy*
1st level (4 slots): *bane, burning hands, command, cure wounds, inflict wounds, sanctuary, shield*
2nd level (3 slots): *flaming sphere, hold person, scorching ray, spiritual weapon*
3rd level (3 slots): *bestow curse, fireball, major image, glyph of warding*
4th level (3 slots): *banishment, wall of fire, guardian of faith, polymorph*
5th level (3 slots): *cone of cold, legend lore, scrying, telekinesis*
6th level (2 slot): *chain lightning, find the path, true seeing*
7th level (2 slots): *delayed blast fireball, divine word, symbol*
8th level (1 slot): *antimagic field, earthquake*
9th level (1 slot): *gate, mass heal*

Spellshield. The hellfire master has advantage on saving throws against spells. If it succeeds on such a saving throw, it gains temporary hit points equal to the spell's level.

War Magic. When hellfire master uses its action to cast a spell, it can make one melee attack as a bonus action.

ACTIONS

+2 Hellfire Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack, plus 10 (3d6) fire damage and the target gains vulnerability to fire until the end of the hellfire master's next turn.



Cultists of Orcus

Of all of the demon lords of the Abyss, Orcus, the Demon Prince of Undeath, claims the largest amount of followers. It has therefore spawned scores of cults with diversified objectives, but all fall under three major doctrines.

Necromantic Practitioners. The first one is mastery of necromancy, which is the most common type of cult of Orcus. Members of this type of cult are mages and priests who seek power over mortality, utilizing undead minions to further their goals and aspirations.

Undead Master Race. The second doctrine is the support of undeath or power over the living. Majority of its members are undead themselves and seek to add more to its ranks while those who live use the remainder of their mortal lives to infiltrate and set up shop in major cities to establish a steady source of fresh bodies. Members of these types of cults are undead that require sustenance, knowledge, or the arts, such as vampires and liches, and other intelligent undead.

Insane Nihilists. The third most common doctrine is the true goal of Orcus, which is to seek an end to all life in the cosmos, replacing the living with undead who serve only him. Cult members of this type are mostly insane, deranged, and suicidal. Those that work in large groups carry out mass murders, attacking small villages and hamlets, while those that work in smaller groups or individually, operate like serial killers and hide in plain sight within bustling and thriving cities.

Deathpriests. Majority of divine spellcasters who worship Orcus, no matter the doctrine, call themselves deathpriests. Blessed by the Prince of Undeath, they are able to cast necromantic spells that are normally only available to arcane spellcasters.

Deathpriest of Orcus

Medium humanoid (any), chaotic evil

Armor Class 13 (chain shirt)
Hit Points 27 (5d8 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	12 (+1)	12 (+1)	16 (+3)	12 (+1)

Saving Throws Wis +5, Cha +3
Skills Arcana +3, Religion +3
Senses passive Perception 13
Languages any two languages (usually Common)
Challenge 2 (450 XP)

Spellcasting. The deathpriest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *minor illusion, poison spray, toll the dead, thaumaturgy*
1st level (4 slots): *false life, guiding bolt, inflict wounds, ray of sickness, sanctuary*
2nd level (3 slots): *blindness/deafness, protection from poison, ray of enfeeblement, spiritual weapon*
3rd level (2 slots): *animate dead, bestow curse, fear, vampiric touch*

Undying Soul (Recharges after a Short or Long Rest). If the deathpriest is reduced to 0 hit points, it immediately makes a DC 10 Constitution saving throw. If it succeeds, it is instead reduced to 1 hit point.

Actions

Sickle. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.

High Deathpriest of Orcus

Medium humanoid (any), chaotic evil

Armor Class 15 (*+1 chain shirt*)
Hit Points 60 (11d8 + 11)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	14 (+2)	17 (+3)	12 (+1)

Saving Throws Wis +6, Cha +4
Skills Arcana +5, Religion +5
Senses passive Perception 13
Languages any three languages (usually Common)
Challenge 6 (2,300 XP)

Aura of Death. The high deathpriest emanates a deathly aura that extends 30 feet in every direction from its space while it isn't incapacitated. The aura is blocked by total cover. While in the aura, the high deathpriest and any undead ally are immune to the frightened condition and have resistance to radiant damage. Enemies suffer disadvantage on death saving throws while in the aura.

Spellcasting. The high deathpriest is an 11th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *minor illusion, poison spray, resistance, toll the dead, thaumaturgy*
1st level (4 slots): *false life, guiding bolt, inflict wounds, ray of sickness, sanctuary*
2nd level (3 slots): *blindness/deafness, protection from poison, ray of enfeeblement, spiritual weapon*
3rd level (3 slots): *animate dead, bestow curse, fear, vampiric touch*
4th level (3 slots): *banishment, blight, death ward, freedom of movement*
5th level (2 slots): *cloudkill, contagion, flame strike, scrying*
6th level (1 slot): *circle of death, create undead, harm, magic jar*

Undying Soul (Recharges after a Short or Long Rest). If the high deathpriest is reduced to 0 hit points, it immediately makes a DC 10 Constitution saving throw. If it succeeds, it is instead reduced to 1 hit point.

Actions

Sickle. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 5 (1d4 + 2) slashing damage plus 4 (1d8) necrotic damage.

Deathpriest Exarch of Orcus

Medium humanoid (any), chaotic evil

Armor Class 16 (*+2 chain shirt*)
Hit Points 130 (20d8 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	16 (+3)	18 (+4)	12 (+1)

Saving Throws Wis +8, Cha +5
Skills Arcana +7, Religion +7
Senses passive Perception 14
Languages any four languages (usually Common)
Challenge 11 (7,200 XP)

Aura of Death. The deathpriest exarch emanates a deathly aura that extends 30 feet in every direction from its space while it isn't incapacitated. The aura is blocked by total cover. While in the aura, the deathpriest exarch and any undead ally are immune to the frightened condition and have resistance to radiant damage. Enemies suffer disadvantage on death saving throws while in the aura.

Spellcasting. The deathpriest exarch is an 11th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *minor illusion, poison spray, resistance, toll the dead, thaumaturgy*
1st level (4 slots): *false life, guiding bolt, inflict wounds, ray of sickness, sanctuary*
2nd level (3 slots): *blindness/deafness, protection from poison, ray of enfeeblement, spiritual weapon*
3rd level (3 slots): *animate dead, bestow curse, fear, vampiric touch*
4th level (3 slots): *banishment, blight, death ward, freedom of movement*
5th level (3 slots): *cloudkill, contagion, flame strike, scrying*
6th level (2 slots): *circle of death, create undead, harm, magic jar*
7th level (2 slots): *divine word, finger of death, symbol*
8th level (1 slot): *Abi-Dalzim's horrid wilting, unholy aura**
9th level (1 slot): *astral projection, gate*
* (see Appendix C. New Spells)

Undying Soul (Recharges after a Short or Long Rest). If the deathpriest exarch is reduced to 0 hit points, it immediately makes a DC 10 Constitution saving throw. If it succeeds, it is instead reduced to 1 hit point.

Actions

+2 Bone Mace. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage plus 9 (2d8) necrotic damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0.

Summon Undead (1/Day). The deathpriest exarch conjures undead creatures no higher than CR 5 and whose combined average hit points don't exceed 150. These undead magically rise up from the ground or otherwise form in unoccupied spaces within 60 feet of the deathpriest exarch and obey its commands until they are destroyed, until it dismisses them as an action, or 8 hours have passed.

APPENDIX C: NEW SPELLS

UNHOLY AURA

8th-level abjuration

Casting Time 1 action
Range self
Components V, S, M (a tiny reliquary worth at least 1000 gp containing a sacred relic, such as a scrap of cloth from a saint's robe or a piece of parchment from an unholy text)
Duration: Concentration, up to 1 minute.

Necrotic energy slithers out from you and coalesces in a dark essence in a 30-foot radius around you. Creatures of your choice in that radius when you cast this spell are enshrouded in shadowy tendrils and have advantage on all saving throws against spells cast by good-aligned creatures and creatures have disadvantage on attack rolls against them until the spell ends. In addition, when an attacker hits an affected creature with a melee attack, the attacker must succeed on a Constitution saving throw or the attacker's Strength score is reduced by 1d4. The attacker dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a Short or Long rest.

UNHOLY WEAPON

5th-level evocation

Casting Time 1 bonus action
Range Touch
Components V, S
Duration: Concentration, up to 1 hour.

You imbue a weapon you touch with unholy power. Until the spell ends, the weapon shimmers with a dark, pulsating purplish aura. In addition, weapon attacks made with it deal an extra 2d8 necrotic damage on a hit. If the weapon isn't already a magic weapon, it becomes one for the duration. As a bonus action on your turn, you can dismiss this spell and cause the weapon to emit a burst of necrotic energy. Each creature of your choice that you can see within 30 feet of you must make a Constitution saving throw. On a failed save, a creature takes 4d8 necrotic damage, and gains 1 level of exhaustion. On a successful save, a creature takes half as much damage.

WALL OF IRON

5th-level evocation

Casting Time 1 action
Range 120 feet
Components V, S, M (A piece of sheet iron plus gold worth 50 gp)
Duration: Concentration, up to 10 minutes.

A nonmagical wall of solid slone springs into existence at a point you choose within range. The wall is 6 inches thick and is composed of ten 10-foot-by-10-foot panels. Each panel must be contiguous with alleast one other panel. Alternatively, you can create 10-foot-by-10-foot panels that are only 3 inches thick.

If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice). If a creature would be surrounded on all sides by the wall (or the wall and another solid surface), that creature can make a Dexterity saving throw. On a success, it can use its reaction to move up to its speed so that it is no longer enclosed by the wall.

If you create a span greater than 20 feet in length, you must halve the size of each panel to create supports. You can crudely shape the wall to create crenellations, battlements, and so on.

The wall is an object made of iron that can be damaged and thus breached. Each panel has AC 18 and 60 hit points per inch of thickness. Reducing a panel to O hit points destroys it and might cause connected panels to collapse at the DM's discretion.
If you maintain your concentralion on this spell for its whole duration, the wall becomes permanent and can't be dispelled. Otherwise, the wall disappears when the spell ends.

Like any iron wall, this wall is subject to rust, perforation, and other natural phenomena.

Bob Greyvenstein

DM OPTIONS

MONSTER TALENTS

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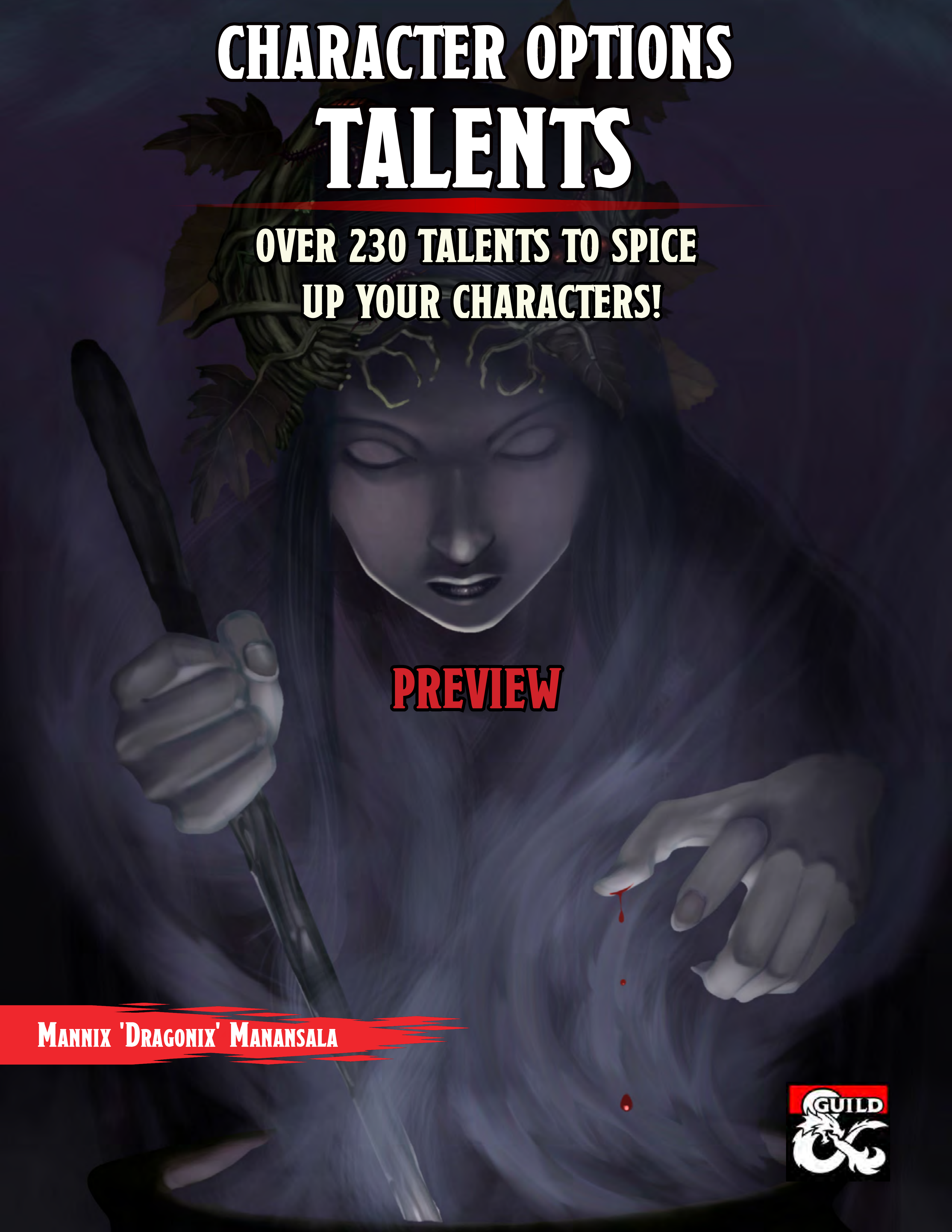

PREVIEW

MANNIX 'DRAGONIX' MANANSALA

DESIGN

Dragonix
Facebook Home Page

COVER AND INTERIOR ILLUSTRATOR

Sandeson Gonzaga
Arcana Games' Character Stock Art

PLAYTESTERS

Mycko David
Kirby Gonzaga
Teddy Gonzaga
Marky Erquiza
James Manansala
Marco Pasamba
Jeff Quilala
Raffy San Antonio
TJ Sese
Teejay Suaring
Michael Tiongson
Dave Young
Rowell Zaragoza
Rowena Zaragoza

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> *"The result is ... that there's no room left in the world for the weird – though plenty for crude, contemptuous, wisecracking, fun-poking imitations of it."*
>
> — Fritz Leiber, Heroes and Horrors

ABOUT THIS BOOK

Character Options: Talents offers variant rules for your 5th edition gaming. It does not change any of the existing rules. Instead, it provides you additional options for character development. It contains over 200 talents to choose from that you can use to customize your character and make them more unique, specialized, and dynamic.

The 5th edition core rules have been an amazing set, but it has left me a little more wanting in character options. In particular, the Feats and character archetypes. Do not get me wrong; they are both well written, balanced, and fun. However, I would have liked to have been able to decide more on how I develop my character as I gained levels.

Character Options: Talents harkens back to the days of 3rd edition gaming where you always look forward to that extra feat you can acquire at 3rd level, and every three levels thereafter. The talents you will see within this book are like mini-feats. Most do not bring as many features as a standard feat. Instead, they either help shape and add flavor to your character, improve your specializations, or address your opportunities. You do not need to use all of them if you think some are not balanced. Feel free to modify them as you see fit. And most importantly, have fun!

INTRODUCTION

WHAT ARE TALENTS?

Talents are extraordinary aspects of a character's abilities, background, personality, physique, proficiencies, and features.

They are similar to, but not always as powerful as, standard Feats. They offer a means for you to improve your current existing abilities, slightly or temporarily shift game mechanics into your favor, provide you with a new capability, or build your character's background and personality for a richer roleplaying experience.

ACQUIRING TALENTS

Each character begins with one talent at 1st level. At 3rd level and every three levels thereafter (6th, 9th, 12th, 15th, and 18th), they gain another talent. Talents are gained according to character level, regardless of individual class levels.

You can only acquire a specific talent once. However, certain talents can be retaken more than once as detailed in their description.

You may also choose not to acquire a talent when you reach a level where you are eligible to do so. You can save this acquisition for later on (perhaps when you have met the prerequisites).

If you do not wish to use the variant rules of acquiring talents, you can instead just acquire them as Half Feats. Each time you are eligible to take a new Feat, you can opt to select two Talents instead.

PREREQUISITES

Some talents have prerequisites. Your character must have the indicated ability score, class level, faction, feature, feat, race, skill, or other quality designated in order to select or use that talent.

You cannot use or gain the benefit of a talent if you lose the prerequisite.

TYPES OF TALENTS

Some talents are general, meaning that no special rules govern them as a group.

Others are racial, which means that those talents are only available to members of that race. Faction talents are talents which only members of their faction are allowed to have. Finally, there are class talents. These comprise the majority of the talents, and most have specific class level requirements.

GAME BALANCE

The introduction of talents may result in some game imbalance issues in favor of the players.

To address this, you can use some or all of the following options:

- Reduce the starting total ability scores of players by 2-4 and/or set a maximum starting ability score of 14 after racial bonuses.
- Assign talents to NPCs or even humanoid monsters. As a standard, monsters can have one talent for every three CR they have plus one, rounded down. Class talents can also be applied to monsters who have classes or class-like features. The book DM Options: Monster Talents extensively provides more details about providing talents to monsters.
- Increase the average level of the party by 1 for every 3 levels when calculating CR.

THE TALENTS

TALENT DESCRIPTIONS

Below is the format for talent descriptions:

TALENT NAME

Description of what the talent does or represents in plain language.

Prerequisite: *A minimum ability score, another talent or talents, member of a race or faction, or a class level that a character must have in order to acquire this talent. This entry is absent if a talent has no prerequisite. A talent may have more than one prerequisite.*

Benefit: What the talent enables the character ("you" in the talent description) to do. If a character has the same talent more than once, its benefits do not stack unless indicated otherwise in the description.

TABLE OF TALENTS

GENERAL TALENTS

Ability
Agile
Astute
Brilliant Mind
Built
Commanding Presence
Cunning
Great Fortitude
Indomitable
Iron Will
Lightning Reflexes
Vigorous
Winsome

Background
Ascetic Missionary
Brilliant Academic
Crafty Dealer
Cunning Spy
Daring Explorer
Dashing Scoundrel
Gallant Hero
Grizzled Veteran
Rugged Outdoorsman
Shady Operator
Shrewd Investigator

Combat
Cleave
Great Cleave
Improved Dodge
Improved Initiative
Improved Taunt
Mighty Cleave
Point Blank Shot
Power Attack
Spell Attack Focus
Taunt
Two-Weapon Rend
Weapon Focus

Miscellaneous
Armor Focus
Bloodline of Fire
Elemental Focus
Extra Attunement
Multitasker
Skill Focus
Tool Focus
Witchcraft

RACIAL TALENTS

Dragonborn
Breath Weapon Focus
Deadly Breath Weapon
Dragonborn Fury
Dragonborn Heritage
Potent Breath Weapon

Dwarf
Dwarven Bullheadedness
Dwarven Racial Foe
Dwarven Weapon Expert
Improved Dwarven Armor Training
Last Stand

Elf
Arcane Knowledge
Elven Accuracy
Elven Focus
Elven Racial Foe Expertise
Elven Vigilance
Sunlight Adaptation
Uncanny Senses

Gnome
Arcane Inclination
Conservator
Fade
Gnome Furtiveness
Gnomish Racial Foe

Half-Elf
Elven Senses
Elven Weapon Training
Natural Diplomat

Half-Orc
Furious Assault
Orcish Brute Ancestry
Orcish Resilience
Orcish Rush
Orcish Weapon Familiarity

Halfling
Born Sneaky
Fortunate
Nimble Reaction
Second Chance
Strongheart

Human
Human Aptitude
Human Ingenuity
Human Resolve

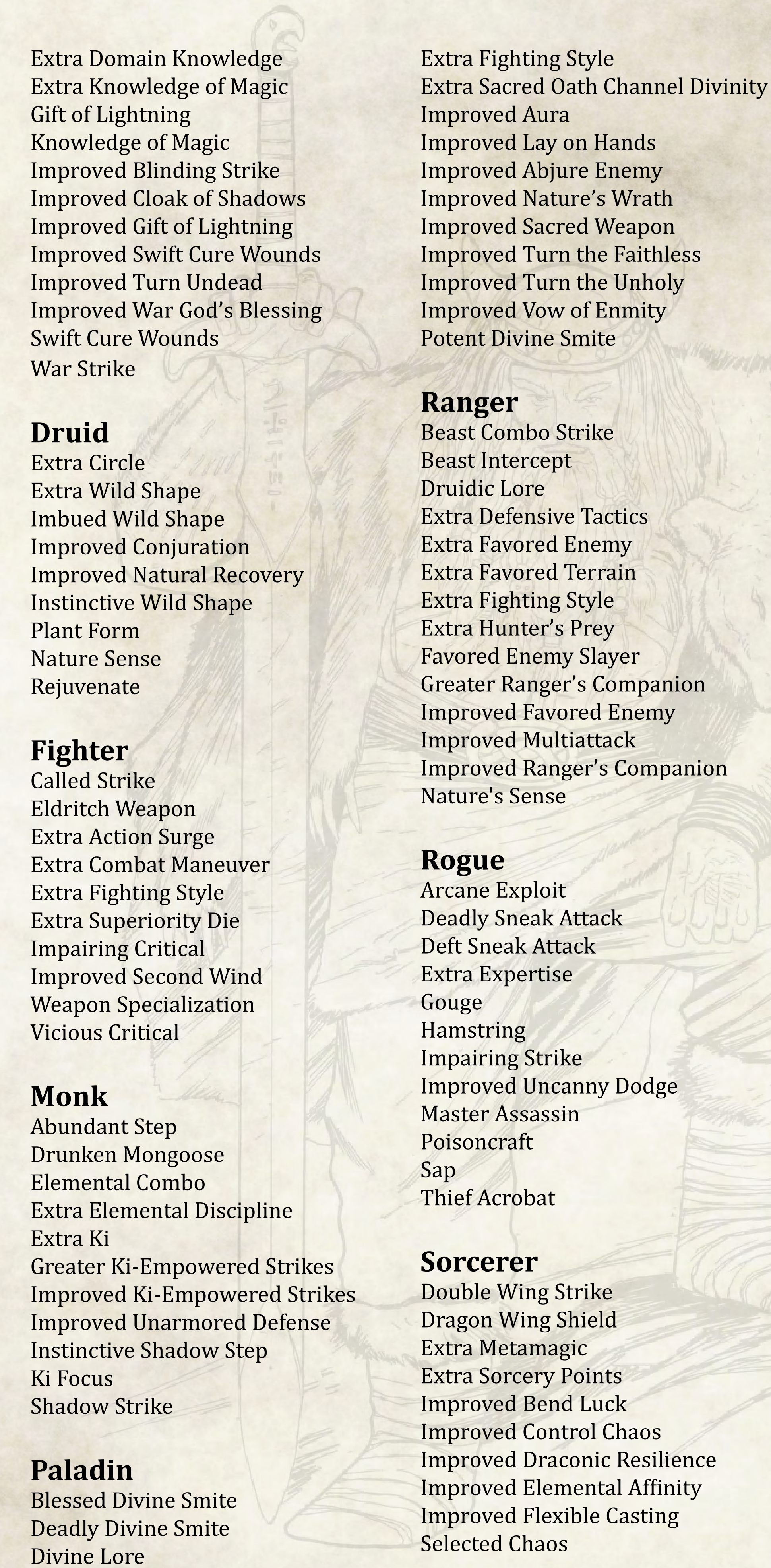
Tiefling
Bloodhunt
Greater Infernal Legacy
Infernal Fortitude
Infernal Wrath

CLASS TALENTS

Barbarian
Brutal Strikes
Deadly Rage
Extra Rage
Greater Rage
Improved Unarmored Defense
Invigorating Rage
Mighty Rage
Savagery
Summon Twin Totem Spirits
Summon Totem Spirit

Bard
Bardic Prodigy
Extra Bardic Inspiration
Extra Expertise
Improved Bardic Inspiration
Improved Cutting Words
Improved Song of Rest
Instinctive Bardic Inspiration
Inspiring Strike
Galvanizing Strike

Cleric
Blinding Strike
Channel Divinity Focus
Divine Fortune
Divine Recovery
Divine Sneak Attack
Elemental Shape
Extra Channel Divinity



Extra Domain Knowledge
Extra Knowledge of Magic
Gift of Lightning
Knowledge of Magic
Improved Blinding Strike
Improved Cloak of Shadows
Improved Gift of Lightning
Improved Swift Cure Wounds
Improved Turn Undead
Improved War God's Blessing
Swift Cure Wounds
War Strike

Druid

Extra Circle
Extra Wild Shape
Imbued Wild Shape
Improved Conjuration
Improved Natural Recovery
Instinctive Wild Shape
Plant Form
Nature Sense
Rejuvenate

Fighter

Called Strike
Eldritch Weapon
Extra Action Surge
Extra Combat Maneuver
Extra Fighting Style
Extra Superiority Die
Impairing Critical
Improved Second Wind
Weapon Specialization
Vicious Critical

Monk

Abundant Step
Drunken Mongoose
Elemental Combo
Extra Elemental Discipline
Extra Ki
Greater Ki-Empowered Strikes
Improved Ki-Empowered Strikes
Improved Unarmored Defense
Instinctive Shadow Step
Ki Focus
Shadow Strike

Paladin

Blessed Divine Smite
Deadly Divine Smite
Divine Lore
Extra Fighting Style
Extra Sacred Oath Channel Divinity
Improved Aura
Improved Lay on Hands
Improved Abjure Enemy
Improved Nature's Wrath
Improved Sacred Weapon
Improved Turn the Faithless
Improved Turn the Unholy
Improved Vow of Enmity
Potent Divine Smite

Ranger

Beast Combo Strike
Beast Intercept
Druidic Lore
Extra Defensive Tactics
Extra Favored Enemy
Extra Favored Terrain
Extra Fighting Style
Extra Hunter's Prey
Favored Enemy Slayer
Greater Ranger's Companion
Improved Favored Enemy
Improved Multiattack
Improved Ranger's Companion
Nature's Sense

Rogue

Arcane Exploit
Deadly Sneak Attack
Deft Sneak Attack
Extra Expertise
Gouge
Hamstring
Impairing Strike
Improved Uncanny Dodge
Master Assassin
Poisoncraft
Sap
Thief Acrobat

Sorcerer

Double Wing Strike
Dragon Wing Shield
Extra Metamagic
Extra Sorcery Points
Improved Bend Luck
Improved Control Chaos
Improved Draconic Resilience
Improved Elemental Affinity
Improved Flexible Casting
Selected Chaos

Warlock

Dark Forte
Distracting Intrusion
Extra Invocation
Extra Dark One's Own Luck Extra
Extra Entopic Ward
Fey Presence
Improved Dark One's Blessing
Improved Misty Escape
Pernicious Magic

Wizard

Arcane Tradition Focus
Arcane Tradition Prodigy
Improved Arcane Recovery
Improved Arcane Ward
Improved Grim Harvest
Improved Instinctive Charm
Improved Portent
Improved Sculpt Spell
Instinctive Benign Transposition
Swift Illusion Spell
Swift Transmutation Spell

Faction Talents

Emerald Enclave, The

Blessing of Sylvanus
Naturalist
Preserve the Natural Order

Harpers, The

Harper Favored Foes
Harper Knowledge
Tymora's Smile

Lord's Alliance, The

Best Defense is a Strong Offense
Glory and Honor
Unite Against the Dark

Order of the Gauntlet, The

Faith Against Evil
Strength and Honor
Punish the Evil

Zhentarim, The

Cheap Shot
Zhentarim Agent
Zhentarim Thug

GENERAL TALENTS

ABILITY

AGILE

You are more nimble and quick to react than normal.

Benefit: You can reroll a Dexterity ability check or Dexterity saving throw. You must use the result of the second roll, even if it is lower.

Once you use this feature, you cannot use it again until you finish a long rest.

ASTUTE

You are smarter than normal.

Benefit: You can reroll an Intelligence ability check or Intelligence saving throw. You must use the result of the second roll, even if it is lower.

Once you use this feature, you cannot use it again until you finish a long rest.

BRILLIANT MIND

You are extraordinarily smarter than normal.

Prerequisite: *Intelligence 10 or higher.*

Benefit: You have a +1 bonus to Intelligence saving throws.

BUILT

You are stronger than normal.

Benefit: You can reroll a Strength ability check or Strength saving throw. You must use the result of the second roll, even if it is lower.

Once you use this feature, you cannot use it again until you finish a long rest.

Commanding Presence

You have a greater personality than normal.

Prerequisite: *Charisma 10 or higher.*

Benefit: You have a +1 bonus to Charisma saving throws.

Cunning

You are more shrewd and headstrong than normal.

Benefit: You can reroll a Wisdom ability check or Wisdom saving throw. You must use the result of the second roll, even if it is lower.

Once you use this feature, you cannot use it again until you finish a long rest.

Great Fortitude

You are extraordinarily healthier than normal.

Prerequisite: *Constitution 10 or higher.*

Benefit: You have a +1 bonus to Constitution saving throws.

INDOMITABLE

You are extraordinarily stronger than normal.

Prerequisite: *Strength 10 or higher.*

Benefit: You have a +1 bonus to Strength saving throws.

IRON WILL

You are extraordinarily more strong-willed than normal.

Prerequisite: *Wisdom 10 or higher.*

Benefit: You have a +1 bonus to Wisdom saving throws.

LIGHTNING REFLEXES

You are extraordinarily quicker than normal.

Prerequisite: *Dexterity 10 or higher.*

Benefit: You have a +1 bonus to Dexterity saving throws.

VIGOROUS

You are healthier than normal.

Benefit: You can reroll a Constitution ability check or Constitution saving throw. You must use the result of the second roll, even if it is lower.

Once you use this feature, you cannot use it again until you finish a long rest.

WINSOME

You have a stronger personality than normal.

Benefit: You can reroll a Charisma ability check or Charisma saving throw. You must use the result of the second roll, even if it is lower.

Once you use this feature, you cannot use it again until you finish a long rest.

BACKGROUND

ASCETIC MISSIONARY

You live a devout and disciplined life, abstaining from wordly pleasures in order to order to pursue spiritual goals, help the weak, or achieve supreme martial prowess.

Benefit: You have 3 Ascetic Missionary points. Whenever you make an ability check that involves the skill Insight, History, Medicine, Perception, or Religion, you can spend one Ascetic Missionary point to roll a d12 and add it to the result. You can choose to spend one of your Ascetic Missionary points after you roll the die, but before the outcome is determined.

You regain your expended Ascetic Missionary points when you finish a long rest.

BRILLIANT ACADEMIC

You are a young prodigy, a well-travelled professor, or an accomplished historian. Knowledge is your tool to gain the attention of everyone around you when you explain your points.

Benefit: You have 3 Brilliant Academic points. Whenever you make an ability check that involves the skill Arcana, History, Investigate, Nature, or Persuasion, you can spend one Brilliant Academic point to roll a d12 and add it to the result. You can choose to spend one of your Brilliant Academic points after you roll the die, but before the outcome is determined.

You regain your expended Brilliant Academic points when you finish a long rest.

CRAFTY DEALER

You have uncanny knowledge of the prices and trends of commodities. You can easily recognize an opportunity to earn a profit, sometimes exploiting the ignorance of others. You are very rarely taken advantage of, and you can spot a con or trick a mile away.

Benefit: You have 3 Crafty Dealer points. Whenever you make an ability check that involves the skill Deception, Insight, Persuasion, or Sleight of Hand, or an Intelligence check to appraise an item, you can spend one Crafty Dealer point to roll a d12 and add it to the result. You can choose to spend one of your Crafty Dealer points after you roll the die, but before the outcome is determined.

You regain your expended Crafty Dealer points when you finish a long rest.

CUNNING SPY

You are trained in the arts of subterfuge. You can blend into the crowd or assume the identity of others. You have a knack of finding ways to gain information or reach an objective without getting detected.

Benefit: You have 3 Cunning Spy points. Whenever you make an ability check that involves the skill Deception, Investigation, or Stealth, or the tool Disguise Kit, Forgery Kit, or Thieves' Tools, you can spend one Cunning Spy point to roll a d12 and add it to the result. You can choose to spend one of your Cunning Spy points after you roll the die, but before the outcome is determined.

You regain your expended Cunning Spy points when you finish a long rest.

DARING EXPLORER

You are a bold, well-travelled adventurer always on the hunt for secret treasure or undiscovered areas. You deftly avoid traps and natural hazards. There is hardly any place you cannot reach or find a way into or any puzzle you cannot solve.

Benefit: You have 3 Daring Explorer points. Whenever you make an ability check that involves the skill Acrobatics, Athletics, History, Investigation, or Survival, you can spend one Daring Explorer point to roll a d12 and add it to the result. You can choose to spend one of your Daring Explorer points after you roll the die, but before the outcome is determined.

You regain your expended Daring Expolorer points when you finish a long rest.

DASHING SCOUNDREL

You are a rakish knave, a charming rascal, a dauntless warrior with a wit. You face challenges with bravado and always find humor in every dire situation. You are popular with the opposite sex and hardly anyone hates you, even if they cannot trust you.

Benefit: You have 3 Dashing Scoundrel points. Whenever you make an ability check that involves the skill Acrobatics, Athletics, Performance, Persuasion, or Sleight of Hand, you can spend one Dashing Scoundrel point to roll a d12 and add it to the result. You can choose to spend one of your Dashing Scoundrel points after you roll the die, but before the outcome is determined.

You regain your expended Dashing Scoundrel points when you finish a long rest.

GALLANT HERO

You are the people's champion, the brave knight, or the humble ronin. You know how to carry and present yourself to people of different walks of life. You are often the first to charge in a battle. There is nothing more important to you than defending the weak, oppressed, and the occassional damsel in distress.

Benefit: You have 3 Gallant Hero points. Whenever you make an ability check that involves the skill Animal Handling, Athletics, or Persuasion, an Intelligence check to recall information about proper etiquette and customs, or an initiative roll, you can spend one Gallant Hero point to roll a d12 and add it to the result. You can choose to spend one of your Gallant Hero points after you roll the die, but before the outcome is determined.

You regain your expended Gallant Hero points when you finish a long rest.

GRIZZLED VETERAN

You are a retired soldier, former guard captain, or ex-mercenary. You have survived too many wars and served under too many banners. You may gruff and prefer not to be bothered, but you bring experience and wisdom to any group you accompany.

Benefit: You have 3 Grizzled Veteran points. Whenever you make an ability check that involves the skill History, Insight, Intimidation, Perception, or Survival, you can spend one Grizzled Veteran point to roll a d12 and add it to the result. You can choose to spend one of your Grizzled Veteran points after you roll the die, but before the outcome is determined.

You regain your expended Grizzled Veteran points when you finish a long rest.

RUGGED OUTDOORSMAN

You have dedicated your life and work in the frontier and harsh wilderness. Your skill as a guide, a tracker, or a hunter is extraordinary. There is hardly anyone better at what you do and thus you are often sought after.

Benefit: You have 3 Rugged Outdoorsman points. Whenever you make an ability check that involves the skill Animal Handling, Athletics, Nature, Perception, or Survival, you can spend one Rugged Outdoorsman point to roll a d12 and add it to the result. You can choose to spend one of your Rugged Outdoorsman points after you roll the die, but before the outcome is determined.

You regain your expended Rugged Outdoorsman points when you finish a long rest.

SHADY OPERATOR

You were born in the streets, surviving the harshness of poverty and the cruelty of society. You learned how to become resourceful, shrewd, and opportunistic. You rose from the ranks of common thieves and thugs. You built a network of spies and informants through extortion, deals, and favors. You are the person to reach out to when someone need information or a job done discreetly.

Benefit: You have 3 Shady Operator points. Whenever you make an ability check that involves the skill Persuasion, Sleight of Hand, Stealth, or Survival (urban areas only), or any Intelligence check to recall local information or identify a source of information, you can spend one Shady Operator point to roll a d12 and add it to the result. You can choose to spend one of your Shady Operator points after you roll the die, but before the outcome is determined.

You regain your expended Shady Operator points when you finish a long rest.

SHREWD INVESTIGATOR

From a young age you have always been highly observant. You notice things that most others do not. You can spot clues and significant details that others will simply find as irrelevant. You can often tell when a person is lying and can easily draw out or leverage information from others. You can track even the most elusive of quarries.

Benefit: You have 3 Shrewd Investigator points. Whenever you make an ability check that involves the skill Insight, Intimidation, Investigation, Perception, or Survival, you can spend one Shrewd Investigator point to roll a d12 and add it to the result. You can choose to spend one of your Shrewd Investigator points after you roll the die, but before the outcome is determined.

You regain your expended Shrewd Investigator points when you finish a long rest.

COMBAT

CLEAVE

The follow through from your melee weapon strikes can sometimes fell another enemy within range.

Prerequisite: *Strength 13 or higher.*

Benefit: On your turn, when your melee attack reduces a creature to 0 hit points, any excess damage from that attack might carry over to another creature nearby. You can select another creature within reach and, and if your original attack roll can hit it, apply any remaining damage to it. You cannot move while you perform Cleave. You can only use this ability once per turn.

GREAT CLEAVE

You can deal your full damage when you Cleave.

Prerequisite: *Cleave, Strength 15 or higher.*

Benefit: As Cleave, but you deal your full normal damage to the additional creature you selected to attack.

IMPROVED DODGE

You can attack while dodging.

Benefit: When you take the Dodge action, you can make one weapon attack with disadvantage.

IMPROVED INITIATIVE

You are quicker to react than normal.

Benefit: You have advantage on initiative rolls.

IMPROVED TAUNT

You hurl a string of insults and slurs at a group of creatures you can see, distracting them and trying to gain their attention.

Prerequisite: *Taunt.*

Benefit: As Taunt, except you can choose a number of creatures equal to your Charisma, Intelligence, or Wisdom modifier (your choice).

Mighty Cleave

You can Cleave more often than normal.

Prerequisite: *Great Cleave, Strength 17 or higher.*

Benefit: As Great Cleave, but there is no limit to the number of creatures you can attack. As long as your melee attack reduces a creature to 0 hit points, you can keep on choosing another creature within reach and apply your full damage to it.

You can only use this ability once per turn.

Point Blank Shot

You are skilled at making well-placed shots with ranged weapons at close range.

Benefit: You have +1 bonus to ranged weapon damage rolls against creatures you hit within 30 feet.

Power Attack

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

Benefit: On your turn, before you make a strength-based melee weapon attack, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +5 to the attack's damage.

This talent does not stack with the Great Weapon Mastery feat.

Spell Attack Focus

You are more accurate in the use of a melee or ranged spell attack.

Benefit: Choose either a melee or ranged spell attack. You gain a +1 bonus to attack rolls made with the spell attack chosen.

You can retake this talent one more time only to select the other type of spell attack.

Taunt

You cause a ruckus or hurl a string of insults and slurs at a creature you can see, distracting it and trying to gain its attention.

Benefit: As a bonus action, choose a creature you can see within 30 feet that can hear and understand you. That creature must make a Wisdom saving throw equal to 8 plus your proficiency modifier plus your Charisma modifier or Intelligence modifier or Wisdom modifier (your choice). If it fails its saving throw, it gains disadvantage to all attacks not made against you. The creature can continue to make saving throws at the end of each of its turns.

Once you use this feature, you cannot use it again until you finish a short or long rest.

Two-Weapon Rend

You deliver a vicious double slash after hitting a creature with both your weapons at the same time.

Prerequisite: *Two-Weapon Fighting.*

Benefit: When performing two-weapon fighting and you hit a creature with both your left and right hand weapons in the same turn, you can choose to deal an extra weapon damage equal to 2d6 + your

Strength or Dexterity modifier (your choice).

Once you use this feature, you cannot use it again until you finish a short or long rest.

WEAPON FOCUS

You are talented in the use of a specific weapon. You are more accurate with it.

Benefit: Choose one type of weapon (longsword, mace, warhammer, etc.) you are proficient with. You gain a +1 bonus to attack rolls made with that type of weapon.

You can retake this talent. Each time you do so, it must be applied to a different weapon.

MISCELLANEOUS

ARMOR FOCUS

You are talented in the use of a specific armor. You are very accustomed to it and know how to properly use it during combat.

Benefit: Choose one type of armor (plate mail, chain mail, leather armor, etc.) you are proficient with. You gain a +1 bonus to AC when wearing that type of armor while conscious and not incapacitated.

You can retake this talent. Each time you do so, it must be applied to a different armor.

BLOODLINE OF FIRE

You are descended from the Efreet who ruled Calimshan for two millenia. The blood of these fire outsiders runs thick in your veins.

Benefit: You have advantage on saving throws against fire.

ELEMENTAL FOCUS

Any ability, feature, or spell you use from a chosen damage type is more difficult to resist.

Benefit: Choose from the following damage types (acid, cold, fire, lightning, or thunder). Increase the DC of your abilities, features, or spells which uses this type of damage by 1.

EXTRA ATTUNEMENT

You can attune with more magical items than normal.

Prerequisite: *Character level 9.*

Benefit: Increase the number of magical items you can attune with by 1. Each time you take this talent, you must permanently decrease your highest ability score by 2. If your highest score is shared by two or more abilities, choose one.

You can retake this talent one more time only, but you must be of level 18 or higher when you do so.

MULTITASKER

You can concentrate on maintaining two spells at a time.

Prerequisite: *Any spellcaster.*

Benefit: You can maintain concentration on a spell even if you cast another spell that requires concentration. Maintaining concentration on two spells imposes disadvantage on your Constitution

checks to maintain concentration. Casting a third spell that requires concentration ends one of the two previous spells (your pick).

SKILL FOCUS

You are talented in the use of a skill you are proficient with.

Benefit: Choose one skill you are proficient with. You have a +2 bonus to ability checks using that skill.

You can retake this talent. Each time you do so, it must be applied to a different skill.

TOOL FOCUS

You are talented in the use of a tool you are proficient with.

Benefit: Choose one tool you are proficient with. You have a +2 bonus to ability checks using that tool.

You can retake this talent. Each time you do so, it must be applied to a different tool.

WITCHCRAFT

You are a practicioner of the dark arts, concocter of strange potions and medicine, and a follower of the eldritch gods, fiends, or old gods. People seek you out when they require help or information about love, sickness, or death.

Prerequisite: *Any spellcaster class.*

Benefit: You have two features:
Reroll Ability. You can reroll an ability check that involves the skill Arcana, History, Medicine, Nature, or Religion, or any ability check that uses the Herbalism Kit.   You must use the result of the second roll, even if it is lower.
Impose Saving Throw Disadvantage. When you cast an enchantment or necromancy spell at a creature, you can take a bonus action and impose disadvantage to the creature's saving throw roll.

Once you use either feature, you cannot use any of them again until you finish a long rest.

RACIAL TALENTS

DRAGONBORN

BREATH WEAPON FOCUS

Sensing weakness from a foe, you are temporarily consumed by fiendish bloodthirst.

Prerequisite: *Dragonborn.*

Benefit: Increase your breath weapon saving throw DC by 1.

DEADLY BREATH WEAPON

Your breath weapon is more effective than normal.

Prerequisite: *Dragonborn, Potent Breath Weapon.*

Benefit: When rolling for breath weapon damage, all die rolls of 1s and 2s are treated as 3s.

DRAGONBORN FURY

You fight with more ferocity when you are wounded.

Prerequisite: *Dragonborn.*

Benefit: While your current hit points is below maximum, you gain a +1 bonus to your damage rolls.

DRAGONBORN HERITAGE

Your lineage allows you recover from your wounds faster than normal.

Prerequisite: *Dragonborn.*

Benefit: After a short rest, you regain an amount of hit points equal to your level plus your constitution bonus. This is in addition to other hit points you can regain normally.

POTENT BREATH WEAPON

Your breath weapon is more effective than normal.

Prerequisite: *Dragonborn.*

Benefit: When rolling for breath weapon damage, all die rolls of 1s are treated as 2s.

DWARF

DWARVEN BULLHEADEDNESS

Your natural stubborness born from being a dwarf is extraordinary. You are more resistant to stun and knock down attacks than normal.

Prerequisite: *Dwarf.*

Benefit: After you roll for a saving throw against a stun or knock down but before the outcome is determined, you can roll a d10 and add it to the result.

Once you use this feature, you cannot use it again until you take a short or long rest.

DWARVEN RACIAL FOE EXPERTISE

You were raised and trained to fight your racial enemies more effectively than others.

Prerequisite: *Dwarf.*

Benefit: Your weapon damage rolls deal an extra 1d4 damage against orcs, goblinoids, and giants.

DWARVEN WEAPON EXPERT

You were raised and trained to use traditional dwarven weapons. You often deliver devastating blows with them.

Prerequisite: *Dwarf.*

Benefit: You can choose to deal the maximum weapon damage instead of the result of the damage roll made with your battleaxe, handaxe, light hammer, or warhammer.

Once you use this feature, you cannot use it again until you take a short or long rest.

IMPROVED DWARVEN ARMOR TRAINING

You are trained to equip heavy armor.

Prerequisite: *Dwarf, Mountain.*

Benefit: You gain proficiency with heavy armor.

LAST STAND

You can channel your stubborness and tenacity in the face of adversity and temporarily become extraordinarily tough.

Prerequisite: *Dwarf, Hill.*

Benefit: You can use your reaction to gain resistance to all types of damage until the start of your next turn.

Once you use this feature, you cannot use it again until you finish a long rest.

ELF

ARCANE KNOWLEDGE

You can prepare and cast an arcane spell just like a wizard.

Prerequisite: *Elf, High.*

Benefit: You learn one first level spell from the Wizard's spell list. You always have this spell prepared and it does not count against the number of spells known and can prepare each day. You always cast it as a first level spell. Intelligence is your spellcasting ability for it.

Once you cast this spell using this feature, you cannot cast it again until you finish a long rest.

ELVEN ACCURACY

You are deadly accurate when using traditional elven weapons and spells attacks.

Prerequisite: *Elf.*

Benefit: You can reroll an attack made with a longsword, longbow, shortsword, shortbow, melee spell attack, or ranged spell attack. You must use the result of the second roll, even if it is lower.

Once you use this feature, you cannot use it again until you finish a short or long rest.

ELVEN FOCUS

You can maintain concentration and focus more than normal.

Prerequisite: *Elf.*

Benefit: When you roll for a Constitution saving throw to maintain concentration, or an Intelligence or Wisdom saving throw, but before the outcome is determined, you can roll a d12 and add it to the result.

Once you use this feature, you cannot use it again until you finish a long rest.

Elven Racial Foe Expertise

You were raised and trained to fight your racial enemies more effectively than others.

Prerequisite: *Elf, High or Wood.*

Benefit: Your weapon damage rolls deal an extra 1d4 damage against orcs, gnolls, and goblinoids.

Elven Vigilance

You are often on your guard and sometimes able to act before anybody else at the start of combat.

Prerequisite: *Elf, Wood.*

Benefit: When you roll initiative, you can use a special turn that takes place before other creatures can act. On this turn you can use your action to either take the Attack, Dash, or Hide action. If you would normally be surprised at the start of an encounter, you are not surprised but you do not gain this extra turn.

Once you use this feature, you cannot use it again until you finish a long rest.

Sunlight Adaptation

You have grown accustomed to daylight after decades of living on the surface world.

Prerequisite: *Elf, Drow.*

Benefit: You do not gain disadvantage from attack rolls and Wisdom (Perception) checks imposed by Sunlight Sensitivity.

Uncanny Senses

Your senses are more heightened than normal.

Prerequisite: *Elf.*

Benefit: You can reroll a Wisdom (Perception) ability check. You must use the result of the second roll, even if it is lower.

Once you use this feature, you cannot use it again until you finish a short or long rest.

Gnome

Arcane Inclination

You have a natural ability to cast a cantrip.

Prerequisite: *Gnome.*

Benefit: Choose one spellcasting class from Bard, Sorcerer, Warlock, or Wizard. You learn one cantrip from that class. Your spellcasting ability for these spells depends on the class you chose: Charisma for bard, sorcerer, or warlock or Intelligence for wizard.

Conservator

You have the ability to identify magic items.

Prerequisite: *Gnome, Rock.*

Benefit: You learn the Identify spell. You always have this spell prepared and it does not count against the number of spells you can prepare each day. You only spend half the amount of material components needed (50gp) when casting this spell.

Once you cast Identify using this feature, you cannot cast it again until you finish a long rest.

Fade

You can draw on your magical heritage to escape danger.

Prerequisite: *Gnome, Forest.*

Benefit: You can use your reaction to become invisible until the end of your next turn.

Once you use this feature, you cannot use it again until you finish a long rest.

Gnomish Furtiveness

You have the uncanny ability to to resist and possibly avoid breath weapon attacks.

Prerequisite: *Gnome.*

Benefit: When you are subjected to a breath weapon effect that allows you to make a saving throw to take only half damage, you can use your reaction and instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Once you use this feature, you cannot use it again until you take a short or long rest.

Gnomish Racial Foe Expertise

You know how to fight your racial enemies more effectively than others.

Prerequisite: *Gnome.*

Benefit: Your weapon damage rolls deal an extra 1d4 damage against kobolds, fomorians, and goblinoids.

Half-Elf

Elven Senses

Your noble lineage provides you with keen senses.

Prerequisite: *Half-elf.*

Benefit: You have proficiency with the Perception skill.

Elven Weapon Training

You grew up under the tutelage of elves and have learned the use of traditional elven weapons.

Prerequisite: *Half-elf.*

Benefit: You have proficiency with the longsword, shortsword, longbow, and shortbow.

Natural Diplomat

You are a wordly individual. You are skilled in the arts of diplomacy, negotiation, and court politics.

Prerequisite: *Half-elf.*

Benefit: You learn one extra language of your choice. After you roll for an ability check that involves the skill History, Insight, Performance, or Persuasion but before the outcome is determined, you can roll a d8 and add it to the result.

Once you use this feature, you cannot use it again until you take a short or long rest.

HALF-ORC

FURIOUS ASSAULT

Wrath burns within you, fueling your attacks with ferocity.

Prerequisite: *Half-orc.*

Benefit: Choose a creature that has hit or dealt damage to you or an ally. Once per turn, when you hit that creature with a melee attack, you can deal an extra damage equal to your proficiency bonus + strength modifier.

Once you use this feature, you cannot use it again until you finish a short or long rest.

ORCISH BRUTE ANCESTRY

Your Orcish heritage gives you extraordinary might and fortitude.

Prerequisite: *Half-orc.*

Benefit: You have advantage on all Strength and Constitution ability checks.

ORCISH RUSH

Fury and aggression courses through your veins, enabling you to advance often toward your foes.

Prerequisite: *Half-orc.*

Benefit: You can take a bonus action to move up to your speed toward an enemy that you can see or hear, as long as you end up adjacent to that enemy.

Once you use this feature, you cannot use it again until you finish a short or long rest.

ORCISH RESILIENCE

Your Orcish lineage makes you difficult to bring down.

Prerequisite: *Half-orc.*

Benefit: You can use your reaction to gain temporary hit points equal to your character level plus your Constitution modifier. The temporary hit points last for 1 minute.

Once you use this feature, you cannot use it again until you finish a short or long rest.

ORCISH WEAPON FAMILIARITY

You grew up under the harsh tutelage of orcs and learned the use of traditional orcish weapons.

Prerequisite: *Half-orc.*

Benefit: You gain proficiency with the club, spear, greatclub, greataxe, and maul.

HALFLING

BORN SNEAKY

Your heritage allows you to be more catlike in movement, crafty, and deceptive than most.

Prerequisite: *Halfling, Lightfoot.*

Benefit: You can reroll an ability check that involves the skill Deception, Sleight of Hands, or Stealth. You must use the result of the second roll, even if it is lower.

Once you use this feature, you cannot use it again until you finish a short or long rest.

FORTUNATE

You have a knack for avoiding or resisting things that can be unpleasant to you.

Prerequisite: *Halfling.*

Benefit: You can reroll a saving throw. You must use the result of the second roll, even if it is lower.

Once you use this feature, you cannot use it again until you finish a long rest.

NIMBLE REACTION

You have a talent for anticipating and avoiding opportunity attacks.

Prerequisite: *Halfling.*

Benefit: You impose disadvantage on weapon attack rolls made by enemies who used a bonus action or reaction to make weapon attacks against you.

SECOND CHANCE

Luck and small size combine to work in your favor as you dodge your enemy's attack.

Prerequisite: *Halfling.*

Benefit: When an enemy hits you but before rolling damage, you can use your reaction to have the enemy reroll the attack again. The enemy uses the second roll, even if it is lower.

Once you use this feature, you cannot use it again until you finish a short or long rest.

STRONGHEART

You come from a bloodline known to be more hardy and courageous than most.

Prerequisite: *Halfling, Stout.*

Benefit: You have advantage on death saving throws and saving throws against energy drain attacks and being frightened.

HUMAN

HUMAN APTITUDE

Due to a relative short life span, you have become more resourceful and competitive than other races. You often succeed when others do not.

Prerequisite: *Human.*

Benefit: When you make an attack roll, saving throw, or ability check but before the outcome is determined, you can roll a d8 and add the result to the previous roll.

Once you use this feature, you cannot use it again until you finish a long rest.

HUMAN INGENUITY

Driven by ambition, you learn faster and become more skilled than others.

Prerequisite: *Human.*

Benefit: You gain proficiency in one skill, tool, or weapon. You can retake this talent.

HUMAN RESOLVE

You can push yourself to the limit for a short period of time when needed.

Prerequisite: *Human.*

Benefit: You can take a bonus action to temporarily increase your proficiency bonus by 1 until the end of your next turn.

Once you use this feature, you cannot use it again until you finish a long rest.

TIEFLING

BLOODHUNT

You are temporarily consumed by fiendish bloodthirst when you sense a wounded foe.

Prerequisite: *Tiefling.*

Benefit: On your turn, you can take a bonus action and select a creature within 60 feet of you that you can see and is below its hit point maximum. You gain advantage on all your attack rolls made against

that creature until the end of your turn.

Once you use this feature, you cannot use it again until you finish a short or long rest.

GREATER INFERNAL LEGACY

You are able to cast Hellish Rebuke more often than others.

Prerequisite: *Tiefling.*

Benefit: You can cast Hellish Rebuke one additional time between long rests.

INFERNAL FORTITUDE

Your bloodline makes you more resistant to poison.

Prerequisite: *Tiefling.*

Benefit: You have resistance to poison.

INFERNAL WRATH

You call upon your supernatural nature to improve your odds of harming your foe.

Prerequisite: *Tiefling.*

Benefit: On your turn, you can take a bonus action and choose a creature within 30 feet that you can see. This creature must have dealt damaged to you or has caused you to fail a saving throw from the previous turn. Until the end of your turn, whenever you deal damage to that creature, you deal an extra damage equal to your Charisma modifier.

Once you use this feature, you cannot use it again until you finish a short or long rest.

Class Talents

Barbarian

Brutal Strikes

When in a frenzy while raging, you can deliver critical hits more frequently than normal.

Prerequisite: *Barbarian level 15, Path of the Berserker.*

Benefit: When in a frenzy when raging, your melee weapon attacks score a critical on roll of 19 or 20.

Deadly Rage

Your melee attacks break through armor and tough hide when you rage.

Prerequisite: *Barbarian.*

Benefit: You gain a +1 bonus to melee attack rolls while raging.

Extra Rage

You have the endurance to enter into a rage more often than normal.

Prerequisite: *Barbarian.*

Benefit: When you have already expended all uses of your Rage feature, you can choose to enter into a rage one additional time.

Once the rage ends, you enter into a fatigued state. While in this condition, you can only move at half your speed and you cannot use bonus actions and reactions. Additionally, you have disadvantage on all Strength, Dexterity, and Constitution ability checks and saving throws, and to all attack rolls. This condition can only be removed after finishing a long rest.

Greater Rage

Your melee attacks deal more damage than normal when you rage.

Prerequisite: *Barbarian level 6.*

Benefit: Increase your rage damage bonus by 1.

Improved Unarmored Defense

Your unarmored defense is better than normal.

Prerequisite: *Barbarian.*

Benefit: Increase your unarmored defense bonus by 1.

Invigorating Rage

The massive rush of adrenaline when you successful hit a creature while you rage also heals you of your wounds.

Prerequisite: *Barbarian level 6.*

Benefit: You can choose to regain 1d6 hit points the first time you hit a creature during each of your turns while you are raging.

Once your rage ends, you cannot use this feature again until you finish a long rest.

Mighty Rage

Your melee attacks deal extraordinary damage when you rage.

Prerequisite: *Barbarian level 12.*

Benefit: This replaces and does not stack with Greater Rage. Increase your rage damage bonus by 2.

Savagery

When in a frenzy while raging, you become unnaturally bloodthirsty. Your melee attacks deal ferocious damage.

Prerequisite: *Barbarian level 9, Path of the Berserker.*

Benefit: When in a frenzy while raging, you can choose to double your rage damage bonus.

Once you use this feature, you cannot use it again until you finish a long rest.

Summon Totem Spirit

You have the ability to instantly summon your ancestral totem spirit to aid you in battle in a brief period of time.

Prerequisite: *Barbarian level 9, Path of the Totem*

Benefit: Choose a creature you can see. You can take a bonus action to summon a totem spirit that appears adjacent to you. It has an AC of 13 and has hit points equal to twice your Barbarian level. The totem spirit then moves up to its speed toward the target. If it ends adjacent to the target, it can attack that enemy. Whether it is able to attack or not, the totem spirit disappears at the end of your turn. The damage dealt by a totem spirit is treated as magical. Once you use this feature, you cannot use it again until you finish a long rest.

Bear. The spirit bear can move up to 40 feet and makes two attacks the targeted creature with its claws, each with an attack bonus of 3 plus your proficiency bonus. Each hit deals 11 (2d6+4) slashing damage.

Eagle: The spirit eagle can move (fly) up to 80 feet and makes one attack with its talons at the targeted creature, with an attack bonus equal to 3 plus your proficiency bonus. A hit deals 10 (2d6+3) slashing damage and the target must succeed on a Constitution saving throw. Failure means it becomes blinded until the end of your next turn.

Wolf: The spirit wolf can move up to 50 feet and makes one bite attack at the target, with an attack bonus equal to 3 plus your proficiency bonus. A hit deals 10 (2d6+3) piercing damage and the target must succeed on a Strength saving throw or be knocked prone.

The saving throw DC for both the Eagle and Wolf's additional effect is equal to 8 + your proficiency bonus + your Strength modifier.

Summon Twin Totem Spirits

You have the ability to instantly summon two of your ancestral totem spirits to aid you in battle in a brief period of time.

Prerequisite: *Barbarian level 15, Path of the Totem Warrior.*

Benefit: When you use your Summon Totem Spirit ability, you summon two totem spirits of the same type. They both appear adjacent to you and you can choose to have them attack one creature or different ones.

Bard

Bardic Prodigy

You are naturally gifted and way ahead of your peers when it comes to magic.

Prerequisite: *Bard level 3, College of Lore.*

Benefit: You learn one spell of your choice from any class. A spell you choose must be of a level you can cast, as shown on the Bard table, or a cantrip. The chosen spell counts as a bard spell for you but does not count against the number of your bard spells known.

Extra Bardic Inspiration

You have the ability to provide bardic inspiration more often than normal.

Prerequisite: *Bard.*

Benefit: Increase the number of times you can use Bardic Inspiration by 2.

Extra Expertise

You gain expertise in one of your skill proficiencies.

Prerequisite: *Bard level 3.*

Benefit: Select one of your skill proficiencies that you do not have Expertise in. Your proficiency bonus is doubled for any ability check you make with that skill.

Improved Bardic Inspiration

Your Bardic Inspiration is more stirring than normal.

Prerequisite: *Bard.*

Benefit: Recipients of your Bardic Inspiration roll two inspiration dice instead of just one and can choose the higher result.

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